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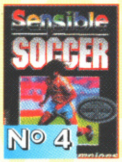

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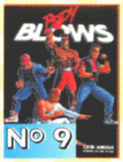

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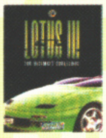
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AMIGA POWER
ISSUE 27 JULY 1993

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AMIGA POWER comes to you from Future Publishing, the home of almost everything that's any good. And Super Play. We love you, Neko.
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10 TRUE STORIES
We show you what a great time you missed by not going to Amiga Format Live, and probe deeply into Commodore's corporate psyche for news of the Amiga CD console. And some other stuff.

15 THE GALLUP CHARTS
They're the charts! They're by Gallup! They're the Gallup charts! I'm sorry, but I can't be bothered thinking of a new joke.

16 THE SHAPE OF THINGS TO COME
I mean, do any of you really appreciate the time and effort we put into this mag? Do you know how hard it is to come up with great stuff 24 hours a day, 7 days a week?

42 SUBSCRIBE! SPEND MONEY!
No, of course you don't. Oh, you might think it's easy, but just you try it.

47 WIN SOME FABBY PRIZES!
Sure, anybody can come up with the odd good gag, but 100 plus pages of 'em every single month? And information and relevant opinion on top of it all? You don't know when you're born, you kids.

48 THE WORST GAMES EVER
But anyway. Um, in the Preview section, we've got *Second Samurai*, *The Settlers*, *Stardust* and lots more great stuff.

51 DIARY OF A GAME
Sorry, I'm going to have to try to catch up now. There's a great FREE GAME offer on the subscription pages – don't miss it!

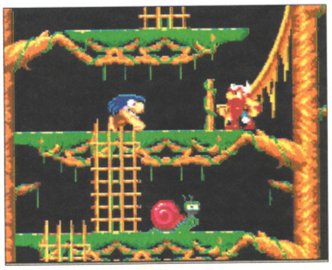
54 COMPLETE CONTROL
And back on page 48, we ask some software industry types what THEY think was the very worst game of all time.

62 THE SECRET GARDEN
Oh God, I'm never going to manage it.

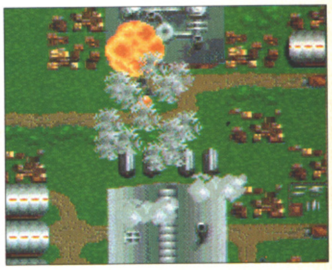
80 DO THE WRITE THING
Tips! *KGB! Lionheart!* Classified ads from the readers in The Secret Garden! Dave Golder's PD column on page 84! Help!

98 THE RIGHT PROFILE
Maybe if I just skip a few bits, nobody'll notice. Jon Hare's on page 98. I'm off...

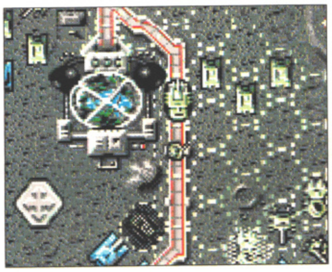
GAMES OF THE M



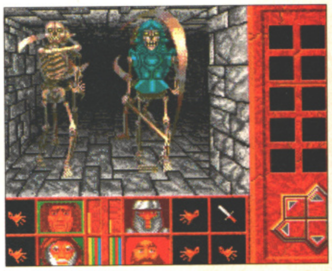
THE LOST VIKINGS
Wait! Stop press! They're not lost! We've found them, on...
Page 28



THE ANCIENT ART OF WAR IN THE SKIES
Blimey, what a long title, missus.
Page 32



BATTLE ISLE '93
Or 'The Ancient Art Of War On An Alien Moon'.
Page 36



ABANDONED PLACES 2
...Stirling Albion 0. I haven't done that gag in ages. Sorry.
Page 38

ABSOLUTE POWER 2 – THIS TIME IT'S PERSONAL

It's back! Aargh! You wouldn't believe how much we've grown to hate this feature since some bright spark first suggested it after a heavy night down the pub. Despite devoting some 25 (Count 'em! 25!) pages to it first time round, we still managed to miss a whole slew of games out, so we've given you, the readers, another eight pages this month to fill in the blanks. Together, they'll provide you with the most definitive guide ever to every Amiga game there is. We think. ***Page 88.***

THE SECRET GARDEN P62

You asked for it, so we gave it to you. Two (count 'em!) pages of classifieds from you, the readers, to swap and sell each other your games, machines and caring companionship in a harsh and lonely world. Heart-warming, eh?

STUART WOULD JUST LIKE TO SAY: 'Read 'em and weep, we're all fast, clean and cheap.'

JACQUIE WOULD JUST LIKE TO SAY: 'Let's all put clothes pegs on our noses.'

TIM WOULD JUST LIKE TO SAY: 'A noisy noise annoys an oyster.'

MARK WOULD JUST LIKE TO SAY: 'It's just like that school trip to the zoo all over again.'

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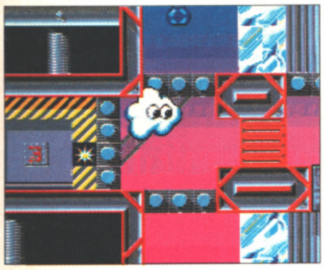
MONTH



MORPH
Sadly, not a game starring the little orange plasticine dude.
Page 34

SUPER CAULDRON
The only thing 'Super' about this is, er... oh. Nothing at all.
Page 40

GAMES REVIEWED THIS ISSUE

JULY

FULL PRICE

1869 ---- 68
Abandoned Places 2 ---- 38
Ancient Art Of War etc ---- 32
Back Sides ---- 65
Battle Isle '93 ---- 36
Champ'ship Manager 93 -- 71
Lost Vikings ---- 28
Morph ---- 34
Reach For The Skies ---- 64
Super Cauldron ---- 40
Trolls A1200 ---- 72
Whale's Voyage ---- 66

BUDGET

Budokan ---- 74
Bully's Sporting Darts ---- 75
Lotus Turbo Challenge 2 - 76
Rodland ---- 75
Sword Of Sodan ---- 74
The Cycles ---- 77

PUBLIC DOMAIN

CLI-Tris ---- 84
Fighting Warriors ---- 84
LCD Dreams ---- 84
Chainsaw Massacre ---- 84

ED FOR A DAY P86

Of course, we couldn't just let the readers write us eight pages without giving out some kind of a reward, and we couldn't think of anything more rewarding than letting someone spend an entire day with us, the near-legendary AP team. Lawrence Sinderson, Absolute Power's cleverest omission-spotter (honestly, he got *hundreds* of 'em) got to edit AMIGA POWER for a day. If you turn to page 86 right now (although we wouldn't advise it because you'd miss an awful lot of really good stuff), you can see how he did.

NEXT MONTH

I wouldn't be at all surprised if we reviewed some games next month. But which ones? It's so difficult to choose. Maybe we could do ones which were all about fishing, or possibly horses, or *(Snip! – Ed)*
July 8.

WIN! A FAB SWEDISH HOLIDAY P47

DAVE WOULD JUST LIKE TO SAY: 'I'm surprised that I'm not bored of toast.'

LISA WOULD JUST LIKE TO SAY: 'I'd make someone a nice little wifey, y'know.'

disk

27

In an effort to promote more loving social interaction amongst our readership, this month AP is deeply happy to present you with a coverdisk just crammed with games that you can play with other real human beings. Ring your chums now and invite them over, get some tea and biscuits ready, and stand by to have a good time.

INTRODUCING DISK 27

YO! JOE!

Top boys Hudson Soft come up with an absolute corker. One complete special level of our new favourite platform game.

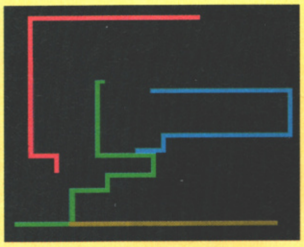
PREMIER PICKS

Continuing our life-long crusade to give you the kind of stuff you actually ask for on coverdisks, we're proud to bring you this EXCLUSIVE shareware football-related card-playing classic.

SPACE WAR

Two-player dogfighting larks and japery at their finest in this conversion of practically the world's first ever arcade game.

TANGLE



Unfeasibly groovy four-player light cycles game. Look, just give it a try, alright? You never know, you might just turn out to like it in the end. What's to lose?

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 27, DisCopy Labs, PO Box 21, Daventry NN11 5BU. NOT here to AP. It's not that we don't care, but...

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- *Yo! Joe!* and *Premier Picks* are one meg only. We think. And you might need to run *Tangle* from the Workbench (see right).
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 27 Returns
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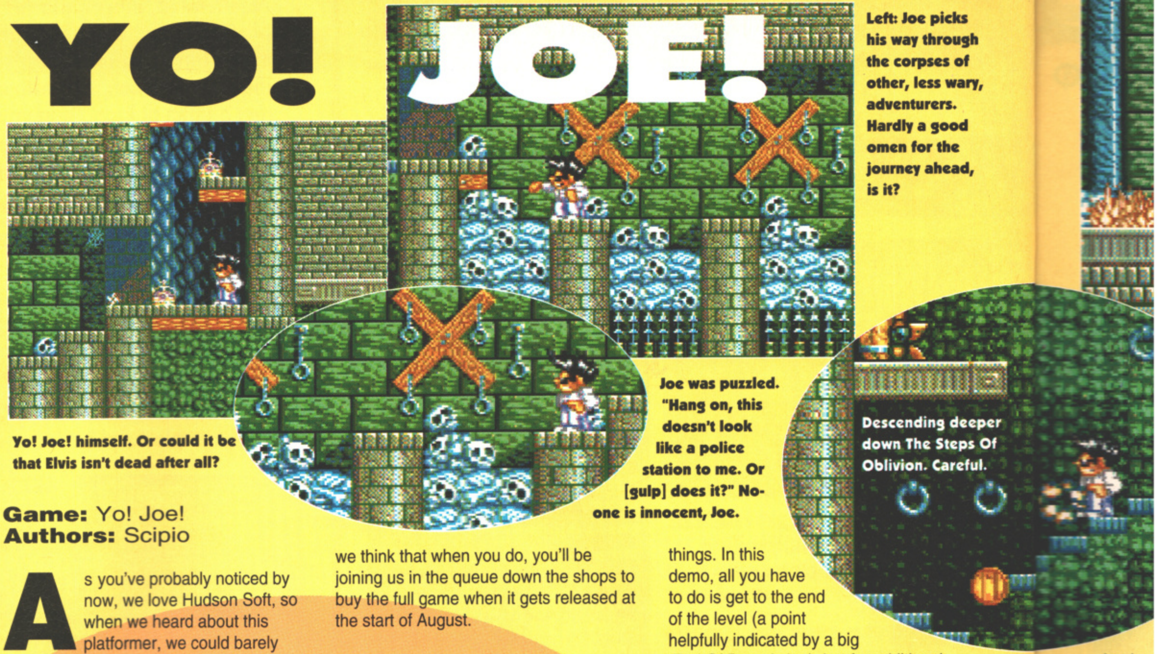
- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but not very hard. So send it DisCopy Labs. Please.

YO! JOE!



Left: Joe picks his way through the corpses of other, less wary, adventurers. Hardly a good omen for the journey ahead, is it?

Yo! Joe! himself. Or could it be that Elvis isn't dead after all?

Joe was puzzled. "Hang on, this doesn't look like a police station to me. Or [gulp] does it?" No-one is innocent, Joe.

Descending deeper down The Steps Of Oblivion. Careful.

Game: Yo! Joe!
Authors: Scipio

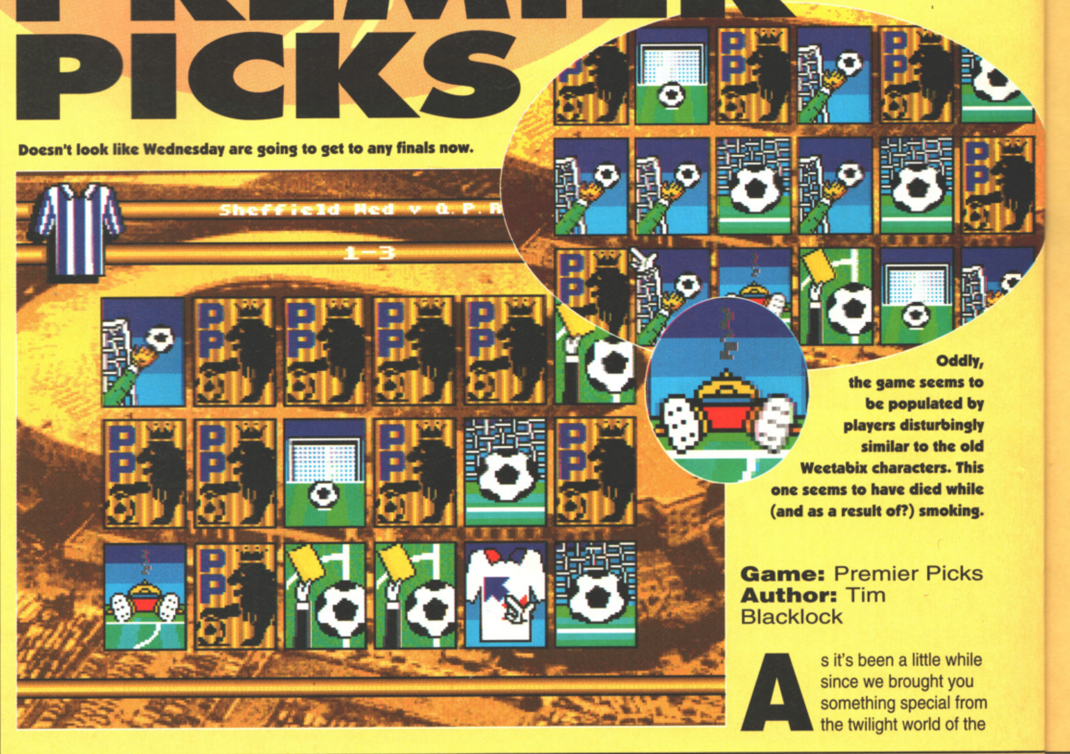
As you've probably noticed by now, we love Hudson Soft, so when we heard about this platformer, we could barely contain our excitement. Now it's here, and it looks like they haven't let us down – not only does *Yo! Joe!* look like being the best platformer in yonks, but it's even got a simultaneous two-player mode for extra fun and larks. We've got a lovely big level for you (and a pal, of course) to run around in and get the feel of the thing, and we think that when you do, you'll be joining us in the queue down the shops to buy the full game when it gets released at the start of August.

TELL ME, TELL ME – WHAT'S GOING ON?

Oh come on, how much explanation do you want? It's a platform game, isn't it? You run around, you kill bad guys, you collect goodies and you look for hidden things. In this demo, all you have to do is get to the end of the level (a point helpfully indicated by a big 'End Of Demo' sign), but for additional entertainment you should also try to collect all the treasure that's secreted around the level in big chests and hidden compartments in the floors and walls. Plenty of kicking and punching should see you right. Anything else you can't work out for yourself?

PREMIER PICKS

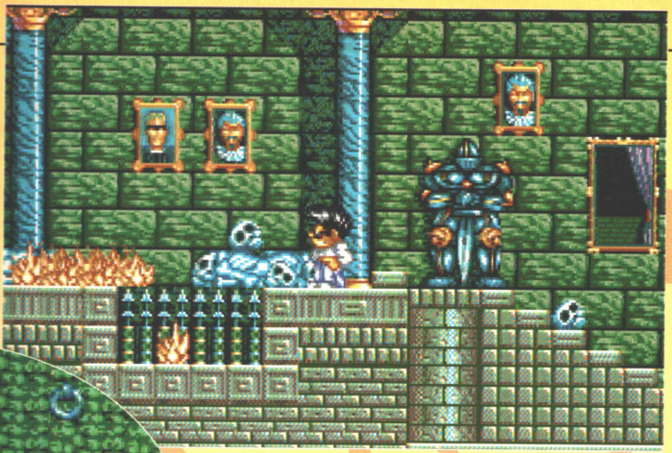
Doesn't look like Wednesday are going to get to any finals now.



Oddly, the game seems to be populated by players disturbingly similar to the old Weetabix characters. This one seems to have died while (and as a result of?) smoking.

Game: Premier Picks
Author: Tim Blacklock

As it's been a little while since we brought you something special from the twilight world of the

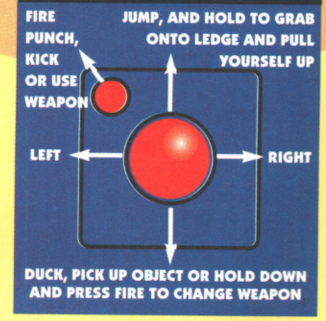


Joe lobs a Molotov cocktail – sadly ineffective against spikes.

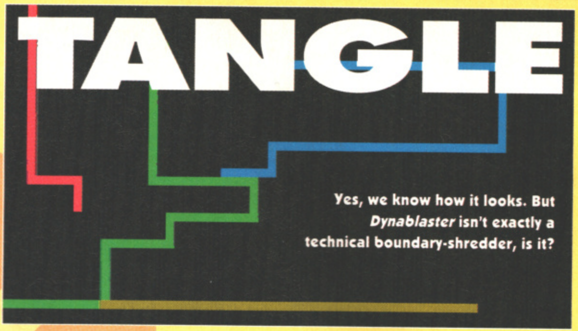
SMALL POINTS TO NOTE

Mr Large was baffled. He was absolutely certain he'd left a message for the milkman somewhere in the room, but he couldn't for the life of him spot it. "Now, where could it have got to?" he found himself asking aloud. Suddenly, Mr Small, who had previously been hanging around doing nothing very much, sprang into helpful life. "Isn't it that little bit of paper over there beside the fridge?", he said, pointing to the open door.

CONTROLS



TANGLE



Yes, we know how it looks. But *Dynablaster* isn't exactly a technical boundary-shredder, is it?

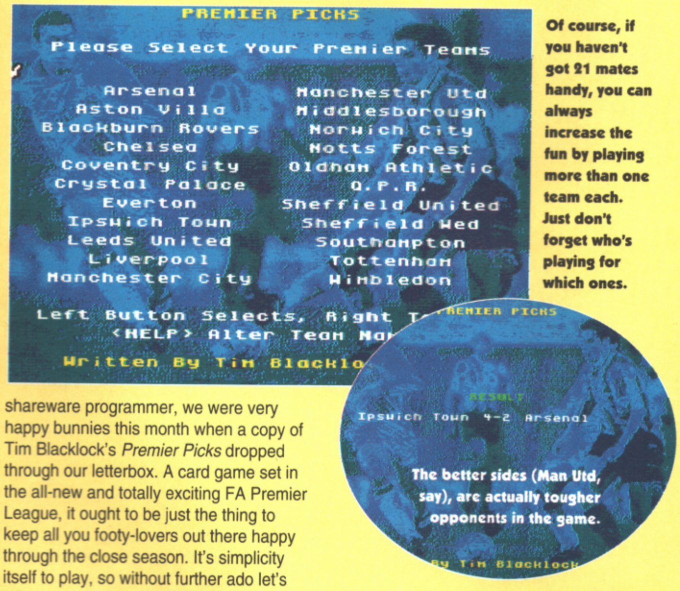
I'm sure you've all seen a hundred light cycles games before, but I doubt very much if you've seen one as entertaining as this. Why? Because it's a four-player light cycles game, that's why. We've had a right old chuckle this month crowding round an Amiga playing this and sneakily poking each other in the ribs with our elbows at the same time (there's been a bit of a tense atmosphere in the office this month without Linda to smooth over the, er, 'anti-social' aspects of our dangerously unstable personalities), and now you too can simulate that teetering-on-the-precipice-of-a-psychotic-murder-spree feel.

To run this game if you've got an A500 Plus or an A600, boot your Amiga with your normal Workbench disk, insert the cover disk and double-click on it, then double-click on the *Tangle* icon, and you're away.

SPACE WAR

Well, it's *Space War* really, isn't it? Fans of the veteran coin-op will need no introduction to this extra-terrestrial dogfight, and everybody else, well, just isn't getting one. Work it out, why don'tcha?

It's a War. It's in Space. Etc.



```
                PREMIER PICKS

   Please Select Your Premier Teams

      Arsenal            Manchester Utd
    Aston Villa          Middlesborough
 Blackburn Rovers         Norwich City
      Chelsea             Notts Forest
   Coventry City        Oldham Athletic
  Crystal Palace             Q.P.R.
      Everton           Sheffield United
    Ipswich Town          Sheffield Wed
    Leeds United          Southampton
     Liverpool             Tottenham
  Manchester City          Wimbledon

 Left Button Selects, Right T
       <HELP> Alter Team Na

   Written By Tim Blacklo
```

```
PREMIER PICKS

RESULT
Ipswich Town 4-2 Arsenal

By Tim Blacklock
```

The better sides (Man Utd, say), are actually tougher opponents in the game.

Of course, if you haven't got 21 mates handy, you can always increase the fun by playing more than one team each. Just don't forget who's playing for which ones.

shareware programmer, we were very happy bunnies this month when a copy of Tim Blacklock's *Premier Picks* dropped through our letterbox. A card game set in the all-new and totally exciting FA Premier League, it ought to be just the thing to keep all you footy-lovers out there happy through the close season. It's simplicity itself to play, so without further ado let's tell you just how to do it.

JUST HOW TO DO IT

First up, choose your teams. Premier Picks caters for up to 22 (count 'em!) players, one for each of the teams in the real Premier League. And don't panic if you're Scottish or Welsh or Albanian, either – you can change the names of any or all of the sides. Now you can customise some of the other aspects of the game (number of points for a win, number of games in a season etc – we recommend not playing too many matches per season at first, or the game'll take you ages to play to the end) and whether you want to get a sneak preview of some of the game's cards before each match, which is a handy little memory-aid feature. Now start the game.

PLAYING THE GAME

The basic idea is very simple – you have to uncover 'Goal' cards to score goals and win the match. You and your opponent (computer or human) take turns to pick a card from the 'pitch', revealing one of eight different types. It's all pretty self-explanatory stuff (and even if it isn't, the little bar across the bottom of the screen explains it all pretty well), so we won't go into detail here, save to explain the 'Penalty' cards which might seem a smidgen confusing at first. If you turn over a 'Penalty' card, you get three seconds to try and click on a 'Goal' card – what this means is you should click the mouse on as many of the unturned cards as possible, but nothing will appear to happen unless one of them contains a goal, so don't panic and think it's not working. And that's just about it, really – just load the disk, play the game and have some fun. No, at the same time, you clots.

IT'S SHAREWARE, YOU CHEAPSKATES!

Response to shareware on AP coverdisks has been pretty disappointing in the past – seems most of you are either too dumb to know good games when you see them, or too stingy to fork out a couple of quid in appreciation to the author, but we're giving you one last chance. Another crap showing and we won't bother getting you any more nice exclusive games like this, so be warned. If you play *Premier Picks* and like it, we respectfully request that you bung a fiver in the direction of:

Tim Blacklock
127 Bents Road
Ecclesall
Sheffield
S11 9RH

In return for this generous-but-only-fair-really act, Tim will send you a copy of his spiffing *Dart Machine*, a copy of his *Mined Over Matter* game, and any updates of *Premier Picks* which may very well be forthcoming. If you like the game but DON'T send Tim any cash, we'll firstly request that you do so slightly less respectfully, then we'll be downright rude about it, and then finally we'll come round to your house and kick your face in.

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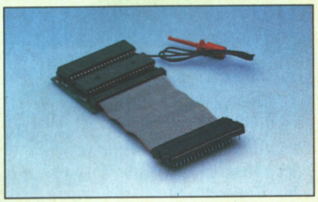

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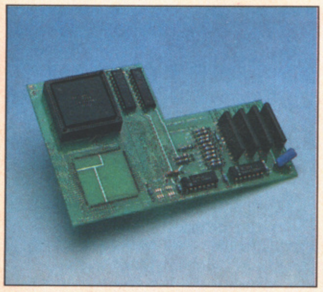

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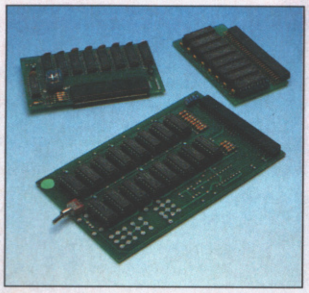

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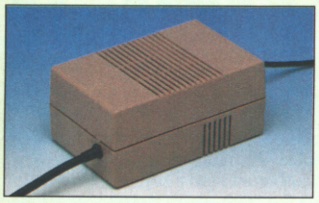

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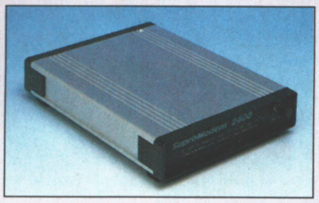

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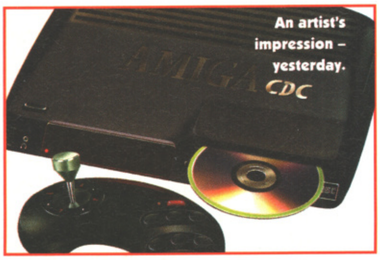
TRUE STORIES

All the veracity you'll ever need – delicately wrapped in four pages at the start of the mag. Later, we'll be rounding up all the games news. But now, here's the latest on Amiga Format Live, Commodore price cuts and the hotly-rumoured Amiga console-beater. With a CD in it.


An artist's impression – yesterday.

AMIGA CD-ROM CONSOLE: WHAT'S GOING ON?

The Amiga games industry is currently all a-buzz with red-hot rumours. The 'word' among the wise is that Commodore are planning to release, probably in time for this Christmas, an Amiga-based CD console machine.

The company themselves, of course, are remaining typically mute on the matter, but that shouldn't come as a surprise to anyone – remember the months of hype leading up to the launches of the A500 Plus, the A600 and the A1200? Of course you don't – Commodore just slipped them out with almost no pre-publicity whatsoever, and it doesn't seem too far fetched to imagine that they'd do exactly the same with the rumoured new machine. There is one clue, though – just before he left the company last month, then-MD Kelly Sumner was interviewed by our sister magazine, Amiga Format, who asked him if, in the wake of the CDTV disaster (less than 30,000 sales so far), Commodore would be giving up the CD market. Sumner replied: "Absolutely not. *We will have new products* [our italics] and we'll be fighting vigorously to maintain a large share of that market, and I honestly think that we will achieve that." Ooh, what a giveaway. Probably.

So what else is there to the story? Well, nothing whatsoever in the way of hard facts, but a bit of off-the-record, no-names-no-pack-drill industry probing suggested to us that if and when the Amiga CD console happens, a sub-£250 price point would be the likeliest, and that would include a software bundle in which the names *Sensible Soccer*, *Lemmings 2* and Psygnosis' long-awaited *Microcosm* came up suspiciously often in our conversations with 'top' 'industry' 'people'. Is it all true? Is any of it true? We, frankly, don't know. But it's worth thinking about, isn't it? And there IS one other thing that's definitely happening...

AMIGA PRICES BUTCHERED!

This, of course, could quite easily be interpreted as a pre-console-launch set-up – after all, it could look a bit bad if Commodore released a CD machine which was cheaper than a bog-standard A600, couldn't it? To that (or possibly some other) end, then, the RRP of the stand-alone A600 has been slashed by a staggering 33%, from £299 to £199 (like all the other cuts, the new price is effective as of now). The A600 Wild, Weird and Wicked pack gets similarly hammered, with the RRP of that going down, down, down from £349 to just £229, and the A600HD Epic pack plunging from a painful £499 to a positively daring £349. The final sweetener comes with the A1200, whose RRP remains unchanged at £399, but now comes with a new trade-in offer that reduces that price by £100 if you part-exchange any (working) A500 or A500 Plus. And since mail-order companies are practically certain to cut these prices even further in the very near future, it looks like there's never been a better time to buy an Amiga. Which can only be good news for all of us.

Amivision Software present

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You will also be told of other games. Kids should ask their parents permission before calling

SHOW REPORT

Dateline: May 1993. Amiga Format decided to go 'live' at Wembley Exhibition Centre. And AMIGA POWER was there too – in full effect.

Blimey, over 12,000 people visited the Amiga Format Live show, and practically every single one of them seemed to ask us when *Frontier* or *Goal!* were coming out. We patiently told them we didn't know, and tried to reward anyone who talked to us with some freebies.

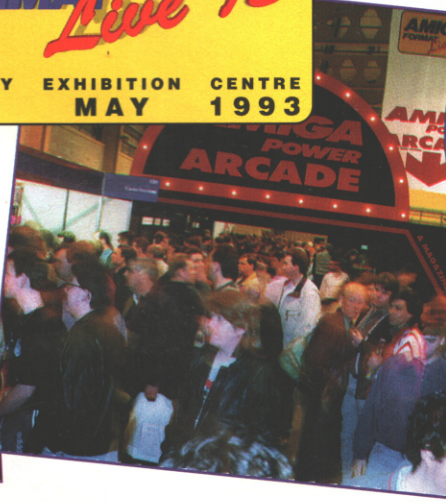
Anyway, the numerous exhibitors were last seen dashing to deposit their takings in the bank, while many a visitor put their backs out as they staggered home under the sheer weight of goodies, so consumer happiness reigned supreme.

There weren't many new products being showcased, but what bargains – *Body Blows* and *The Chaos Engine* for under twenty quid each, though *Desert Strike* sold out completely on the first day! Manning the AP Arcade nearly killed us, but apparently November's Future Entertainment Show is going to make this one look like a picnic. Blimey.

Commercialism reared its head as people went into a frantic shopping frenzy that this photo completely fails to adequately capture.

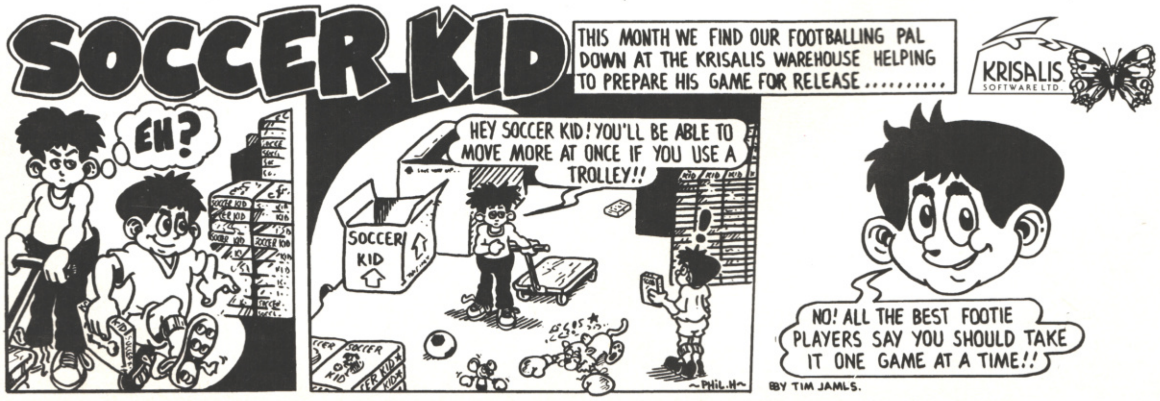
Spot the weird kid in the middle? Stuart answered (a few) questions but mostly looked a lot thinner than all the other Future writers.

AMIGA FORMAT Live '93
WEMBLEY EXHIBITION CENTRE
7-9 MAY 1993



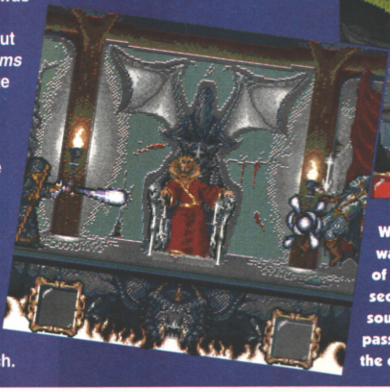
Left and Above: Our home for three days was this dimly-lit epicentre of the Amiga games-playing world – the AP ARCADE.

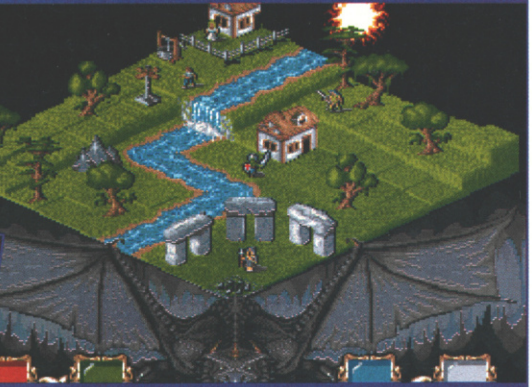
Far left: Even Bruno Brookes and his dad managed to grab themselves some bargains. ***(Are you sure on this one? – Ed)***


SOCCER KID
THIS MONTH WE FIND OUR FOOTBALLING PAL DOWN AT THE KRISALIS WAREHOUSE HELPING TO PREPARE HIS GAME FOR RELEASE.........
KRISALIS SOFTWARE LTD.
EH?
HEY SOCCER KID! YOU'LL BE ABLE TO MOVE MORE AT ONCE IF YOU USE A TROLLEY!!
SOCCER KID
NO! ALL THE BEST FOOTIE PLAYERS SAY YOU SHOULD TAKE IT ONE GAME AT A TIME!!
~PHIL.H~
BY TIM JAMLS.

DARK AND GOLDEN

What's that? You don't like role-playing games? Well, never mind, you'll still be able to enjoy *Realms Of Darkness*, the new, er, role-playing game on its way from Grandslam. From the looks of things, it's going to have a rampaging horde of exciting features, including intelligent characters, detailed conversations, sophisticated magic, realistic weather, a 'mutilating landscape' (whatever that may be), and, of course, the usual sub-Tolkien plot justification ("Without flesh, the Necromancer's body was lost in the vortex of oblivion..." etc etc). But what'll really set *Realms* apart is the wide range of game viewpoints, from the arcade-adventure horizontal angle to the attractive *Populous*-style isometric view of the gameworld. But remember, it's not a god sim, it's an RPG. Though it won't matter if you don't like RPGs. Or if you do. Bring a torch.





Well, basically what happened was that the Gods, in mockery of the attempt to learn their secret, cursed the Necromancer's soul to eternal life. It would be passed from father to son until the end of time...

Aeons pass, the world changes, but the Tower still dominates the Plains of Darkness. The latest in a long line of cursed children is raised in its shadow, unaware that... look, you get the idea. It's an RPG, okay?

FROM A DISTANCE

The Blue Alpha Remote – it's an ultrasonic remote-control device that you can use with any joystick. One bit plugs into your Amiga, the other plugs into your fave joystick, and then you can play your favourite games from up to five metres away. The complete set-up costs £35, and can transmit up to 30,000 joystick movements per second. And if you can move your stick faster than that, Blue Alpha (and, presumably, Roy and Norris from 'The Record Breakers') would very much like to hear from you.

ALTERNATIVE CURRENTS

The Children's Range is a brand-new selection of budgie games out soon from Alternative Software. For just eight quid, you or a young friend can grab yourself one of *Huckleberry Hound*, *Thomas The Tank Engine 2 – The Race*, or *Pixie And Dixie*, all of which feature the appropriate cartoon characters engaged in their very own brands of humorous japery.

But if you have cast aside childish things, you might be more tempted by *Bully's Sporting Darts* (£9.99), or perhaps you'd like to hang on till mid-summer, when Alternative will be letting rip with *Hulk Hogan's Suburban Commando* and *Allo Allo*. "Don't let the licence fool you," they warn about the latter. Let's hope they're right.

THERE GOES THE SUMNER

Kelly Sumner has left his position of Managing Director at Commodore UK and has joined the US publisher Gametek Inc as their European Managing Director. So, what difference will this make to the average Amiga owner in the street? Well, not a lot, admittedly, but we just thought you might like to know, that's all.

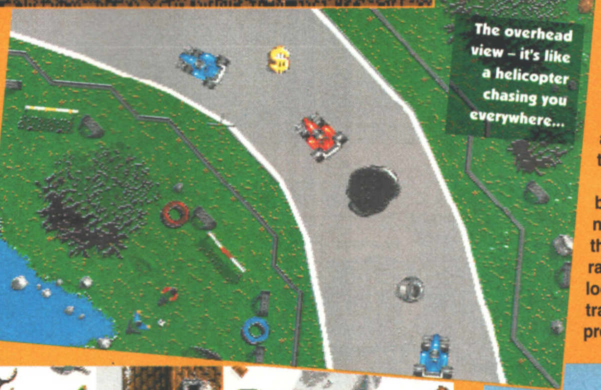
MAXIMUM OVERDRIVE

Summer's here, and what could be nicer than cruising down the local high street in the driving seat of your mum's car? Well, for a start, how about racing down the very same street at hugely illegal speeds in a selection of high-performance roadsters? Yes, dangerous driving is the name of the game in Team 17's overhead-view multi-scrolling *Overdrive,* ready for release in July.

The game promises four different types of vehicles (each with their own handling characteristics) and terrains in five equally delicious flavours: Formula One, Mountain Track, City circuit, Dirt track and 4-by-4 Arena. Controversially, they've decided against having two players compete on the same computer screen – if you want to race against a friend *Overdrive*-style, you'll need another Amiga and a serial cable to join the two machines together.

Now, this type of game has been done before, with *Hot Rod*, *Nitro*, and *Super Cars* to name but three, but Team 17 reckon that they've got the expertise to do something rather special with it. The pictures certainly look impressive and, given the Team's previous track record (ho ho), we're expecting something pretty smashing.

These 4-by-4 trucks have four wheels and four other things too.



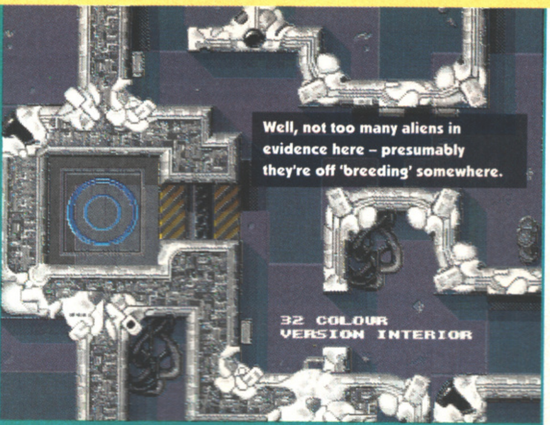
The overhead view – it's like a helicopter chasing you everywhere...

...or maybe some sort of bizarre rapid-scrolling out-of-body experience.

PSIONIC LEAGUE
200

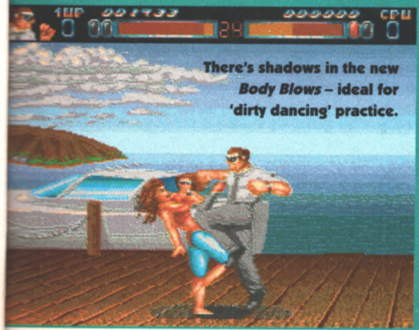
Now, this could be a 'buggy' or it could be a 'fun-sports' vehicle. It's so difficult to tell with these 'modern' haircuts.

A BREED APART



Well, not too many aliens in evidence here – presumably they're off 'breeding' somewhere.

Like them or loathe them, you can't deny that Team 17 have already produced some *Alien Breed* games – and what's more, they fully intend to produce another one. *Alien Breed 2* (which is what it'll be called, title collectors) will be bigger, better, faster, and massively shootier than the original. There'll be more weapons, hostages to rescue, and a "shocking twist to the plot" – according to the press release, Team 17 want players to become so absorbed in the game that they neglect essential bodily functions like eating and going to the toilet. Or something like that, anyway.



There's shadows in the new *Body Blows* – ideal for 'dirty dancing' practice.

But that's not all from the Yorkshire-based demo-coders-turned-games-programmers, oh no. An 'enhanced version' of the chart-topping *Body Blows* has been shipping since April 27th, which runs a bit faster and has better graphics and a few other 'tweaks' too. If you've got the earlier version, you can get the new one for just £2.50 – just send the money and your *Body Blows* Disk One to Team 17 and they'll sort you out. Quite literally.

And while we're on the subject of cheaper and improved versions, let's not overlook the revised editions of *Project-X* and *Assassin*, out soon on budget and more playable than ever. Especially *Project-X*. Ahem. From the sounds of things, Team 17 will be going absolutely budget-release bonkers with a whole load of cheapo games over the summer, including a *Bubble-Bobble*-style platformer, a Formula One race game and several arcade blasters. Cancel that holiday now.

FANTASY ISLAND

Also up-and-coming from Grandslam are *The Seventh Sword Of Mendor* (a megatastic 3D RPG adventure-type affair) and *Tensai* (post-apocalyptic scrolling action with a distinctly oriental flavour). *The Seventh Sword Of Mendor* will have extra colours in the A1200 version and a "full Medieval musical score", while *Tensai's* vision of the world after a nuclear holocaust includes "eight-way scrolling parallax backdrops" and an "extremely large play area". Both should soon be oozing atmosphere a go-go on an Amiga near you real soon.

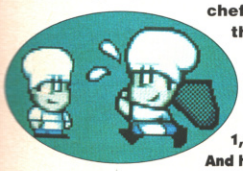
STILL CRAZY...

The hot news from Titus is that *Crazy Cars 3* (voted Number Ten in our recent All-Time Top 100) is getting re-launched as *Lamborghini World Challenge*. The tarted-up version should be available in September, closely followed in October by *Super Blues Brothers Juke Box Adventures*.

BON APPETIT!

There haven't been many 48-level Amiga platform games based around the crazy world of international cordon bleu cookery. But that's certainly going to change with this autumn's release of *Pierre Le Chef* from those wags at Mindscape.

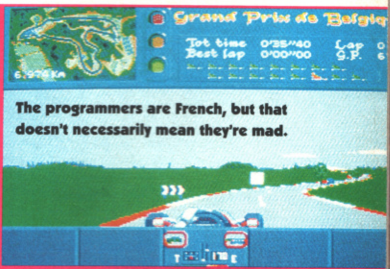
In the game, Pierre tours the world, putting together his daring delicacies – as chefs are wont to do. To this end, he must capture and contain the ingredients he needs, which he does using his special cage. Just like in a real restaurant, there are diseases and insects to contend with, as well as a jealous masked rival – Le Chef Noir (that's 'The Black Chef', translation fans) – who keeps letting Pierre's food out of the cage.



Pierre Le Chef has over 1,000 frames of animation. And here's just two of them.

With 48 levels, six countries (each with their own cuisine and music), secret levels, unique power-ups and over 1,000 frames of 'humorous animation', it sure sounds like a cute platform romp-a-rama to us. But there are still questions to be answered. Like: why doesn't Pierre just try using a fridge instead of this complicated arrangement with the cage? Hopefully, all will be answered in September. Stay hungry!

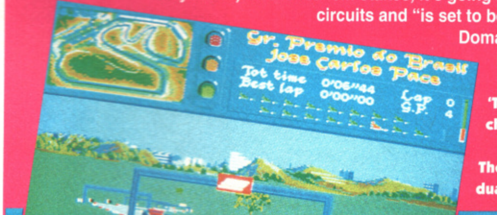
TASTY NEW FORMULA



The programmers are French, but that doesn't necessarily mean they're mad.

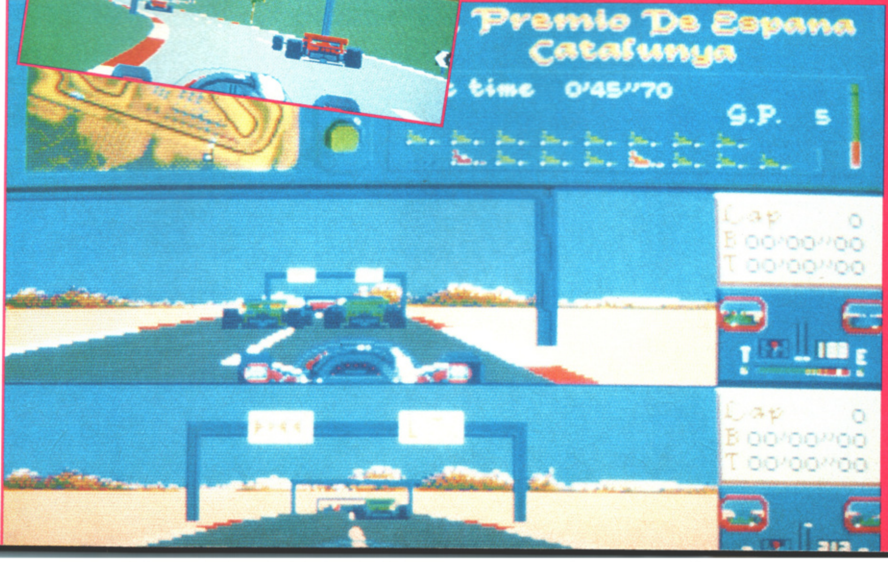
From the same programmers who brought you *Vroom* comes *Formula One Champions*, due for release this August. It sounds like it's going to have all the usual racing stuff, with the added bonus of a two-player split-screen mode – which, as far as we're aware, is a real first for a Formula One game.

But on the other hand, if your mates are mysteriously 'out' when you call round for them, you can always race against some of the most advanced artificially intelligent drivers ever programmed (well, that's what it says here). In the realism stakes, it's going to have a whole bunch of World Championship circuits and "is set to be every bit as fast and slick as the real thing," Domark chortle. But at just £25.99, it's substantially less expensive. Hurrah for that, eh?



'Tot time' is presumably the fastest lap clocked up by a child under the age of five. Or something.

The screen is split, the die is cast, and the players are dual. Two heads are better than one, as they say.



AMIGA POWER RECOMMENDS

After a sudden glut of fantastic software last month, things have calmed down a bit. But hey – there's still some fab stuff out there.

WORLDS OF LEGEND (MINDSCAPE)

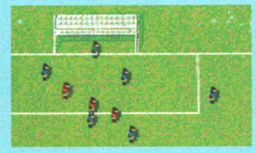
"It's a massive improvement on *Kick Off 2*," said our very own Tim Tucker last month. Although, to be strictly fair, he didn't say it about this. *Worlds Of Legend* is a sequel, not to *Legends Of Valour* or *Legend Of Kyrandia*, but to *Legend*. It is, to be honest, much the same as the original, but since that was one of our fave RPGs of all time, that's no bad thing. If you've never experienced the *Legend*, er, experience, then you'd probably be better off reading to the end of this column before parting with your money, but this new version is still an excellent game and it'd be very naughty of us to say any different.

NIPPON SAFES (DMI)

"It's a massive improvement on *Kick Off 2*," said our very own Tim Tucker last month, but not at the same time as he was reviewing this. *Nippon Safes* is an icon-driven graphic adventure, and even friendlier to play than *Monkey Island* and its imitators. It's a lot less linear too, thanks to the three entirely different characters you can control and their differing ways of getting to the end of the game. In fact, this is practically three adventures in one, and every one of them is a corker with a fine line in tricky puzzles and beautiful cartoony graphics. The humour, er, loses a bit in translation, but don't let that put you off.

GRAHAM GOOCH CRICKET (AUDIOGENIC)

"It's a massive improvement on *Kick Off 2*," said our very own Tim Tucker last month, and he was getting a bit closer by this point, since this is a sporty game with balls and lots of grass in it. Sadly (but not unexpectedly) *Graham Gooch And His Amazing World Class Cricket* is actually a cricket game, but that's just about the only flaw we could find – it's easy to play, fast-moving (given the subject matter) and, according to reviewer Tim Norris, very accurate too, in that England lose all the time. We get a lot of letters asking tricky questions about Amiga cricket games, and now at last we've got an answer.



GOAL (VIRGIN)

Yes, well, hopefully you've got the message by now. Dino Dini's latest improves massively on his two previous efforts, without losing whatever it was that attracted all the deranged lunatics who liked them in the first place. Very identifiably *Kick Off 3* in all but court injunction, it's a game that this time you actually play, rather than one that you just gape at and wonder if there's any point to you having a joystick in your hand. Options abound, and just about anyone will be able to get to grips with this one way or another. It still doesn't match the already-legendary *Sensible Soccer* in our book, but it's not half bad. *Kick Off* fans will adore it.

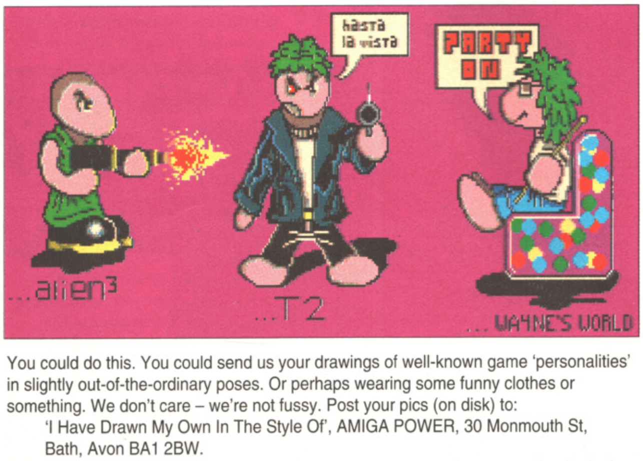
LEGEND (MINDSCAPE)

"It's a massive improvement on *Kick Off 2*," said our very own... *(Right, that's enough. Just tell them that this is the original* Legend *game re-released on budget, it's a fabulous RPG, and if you haven't got it you'd be well advised to buy it right now, certainly before you risk twice as much money on the sequel. Not that there's anything wrong with the sequel, but I think we've covered that point more than adequately already. Actually, don't bother. You're fired. – Ed)*

IN THE STYLE OF

Yup, it's back again, the ever-popular part of a page where well-known games and characters are subjected to unique (and surprising) artistic re-interpretation. Only this time (ironically), it's in a new and exciting format. And a different place in the magazine. In a way, I guess you could say that we've redesigned 'In The Style Of' in the style of... something else. Clever wording, I know. Cheers.

The other thing you'll notice is that these new 'In The Style Of's are sent in by you, the readers. We've decided to start doing this because you've started sending them in. Anyway, this month's endeavour comes from Russell Elder, who appears to be 131 years old. Or maybe that's his house number. Who knows. Russell was wondering what the lemmings (from out of the game *Lemmings)* would look like 'In The Style Of' a number of different films. Well, wonder no longer, Russell, because you've gone and drawn some of them, using *DPaint 3*. And here they are!



You could do this. You could send us your drawings of well-known game 'personalities' in slightly out-of-the-ordinary poses. Or perhaps wearing some funny clothes or something. We don't care – we're not fussy. Post your pics (on disk) to:

'I Have Drawn My Own In The Style Of', AMIGA POWER, 30 Monmouth St,
Bath, Avon BA1 2BW.

Don't forget to tell us what you have drawn and exactly what it is supposed to be in the style of. We're sorry that we cannot return your entries, but there will be a small prize for all the ones we show.

ONLY A CALL AWAY – THE COMPLETE CONTROL HOTLINE

ONLY £1 for an entire cheap rate call

Each phoneline carries just under three minutes of solid tips – no waffle, just pure essential playing guides on the game of your choice. Three new games tipped this month! *NB: Please get permission from the person responsible for paying the telephone bills before you call.*

NOW WITH ADDED PHONELINES!

1	**DESERT STRIKE PRO**	Tel: (0336) 420352	M Winstanley provides advanced tips.
2	**REACH FOR THE SKIES**	Tel: (0336) 420364	Fly higher with Tim Tucker.
3	**ARABIAN NIGHTS**	Tel: (0336) 420365	S Campbell makes it through the night.
4	**DARKSEED**	Tel: (0336) 420363	Dave Green explains a world of evil.
5	**LEGENDS OF VALOUR**	Tel: (0336) 420359	Get around Mitteldorf with Tim Tucker.
6	**WALKER**	Tel: (0336) 420362	Kill more. Mark Winstanley knows how.
7	**DESERT STRIKE**	Tel: (0336) 420356	
8	**FLASHBACK**	Tel: (0336) 420357	
9	**A-TRAIN**	Tel: (0336) 420360	
10	**B17 FLYING FORTRESS**	Tel: (0336) 420361	
11	**STREET FIGHTER 2**	Tel: (0336) 420350	
12	**THE CHAOS ENGINE**	Tel: (0336) 420351	
13	**WING COMMANDER**	Tel: (0336) 420358	
14	**LEMMINGS 2 – TRIBES**	Tel: (0336) 420353	
15	**BODY BLOWS**	Tel: (0336) 420354	
16	**PREMIER MANAGER**	Tel: (0336) 420355	

Calls cost 36p per minute cheap rate (6pm–8am and all weekend), and 48p per minute at other times. Maximum call costs £1.34.

AMIGA POWER PENGUIN GALLUP CHARTS TOP 30

CHARTS
COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS
ELSPA
PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

① (NE) **DESERT STRIKE** Electronic Arts £29.99 ★★★★★
② (1) **BODY BLOWS** Team 17 £26.99 ★★★★★
③ (3) **ALIEN BREED: SPECIAL EDITION '92** Team 17 £10.99 ★★★★
④ (2) **THE CHAOS ENGINE** Renegade/Mindscape £25.99 ★★★★★
⑤ (6) **PREMIER MANAGER** Gremlin £25.99 ★★★★
⑥ (NE) **REACH FOR THE SKIES** Virgin £30.99 ★★★★
⑦ (7) **SENSIBLE SOCCER '92/93** Renegade/Mindscape £25.99 ★★★★★
⑧ (5) **B17 FLYING FORTRESS** Microprose £34.99 ★★★★
⑨ (8) **FIRST DIVISION MANAGER** Code Masters £7.99 ★★★★
⑩ (4) **LEMMINGS 2** Psygnosis £29.99 ★★★★★
⑪ (9) **SUPERFROG** Team 17 £26.99 ★★★
⑫ (NE) **PIRATES!** Kixx XL £12.99 ★★★
⑬ (NE) **F19 STEALTH FIGHTER** Kixx XL £16.99 ★★★★
⑭ (13) **TRIVIAL PURSUIT** Hit Squad £7.99 ★★
⑮ (15) **F16 COMBAT PILOT** Action 16 £9.99 ★★★
⑯ (12) **STREET FIGHTER 2** US Gold £27.99 ★★★
⑰ (14) **DIZZY: PRINCE OF THE YOLKFOLK** Code Masters £7.99 ★★★
⑱ (NE) **CHAMPIONSHIP MANAGER 93** Domark £25.99 ★★★
⑲ (17) **JAMES POND** GBH £7.99 ★★★
⑳ (NE) **POPULOUS AND PROMISED LANDS** Hit Squad £12.99 ★★★
㉑ (16) **RBI 2** Hit Squad £7.99 ★★
㉒ (21) **SEUCK** GBH £9.99 ★★★
㉓ (20) **HERO QUEST** GBH £9.99 ★★★★★
㉔ (28) **WING COMMANDER** Origin/Mindscape £34.99 ★★★
㉕ (10) **SLEEPWALKER – COMIC RELIEF** Ocean £25.99 ★★★★
㉖ (23) **TEST DRIVE 2** Hit Squad £7.99 ★★★
㉗ (18) **TERMINATOR 2** Hit Squad £7.99 ★
㉘ (26) **INDIANA JONES: GRAPHIC ADVENTURE** Kixx XL £14.99 ★★★★★
㉙ (24) **FORMULA 1 GRAND PRIX** Microprose £34.99 ★★★★★
㉚ (25) **LOTUS TURBO CHALLENGE** GBH £9.99 ★★★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and they're still sponsored by Penguin!

The Top 5s are laid out as follows: Game, publisher, price, AMIGA POWER star rating and position in the Top 100.

TOP FIVE FLIGHT SIMULATIONS

Everyone tells you that flying's safer than driving a car, but neglects to tell you that other, more frightening statistic – it's safer to crash in a car. Yeah, think about it. However, you can now fly the friendly skies with your derriere planted safely on terra firma.

① **REACH FOR THE SKIES** Virgin £30.99 ★★★★ (6)
② **B17 FLYING FORTRESS** Microprose £34.99 ★★★★ (8)
③ **F19 STEALTH FIGHTER** Kixx XL £16.99 (13) ★★★★
④ **F16 COMBAT PILOT** Action 16 £9.99 ★★★ (15)
⑤ **AV8B HARRIER ASSAULT** Domark £34.99 ★★ (71)

***Reach For The Skies*, the high flyer from Virgin, is out-selling all other flight sims.**

TOP FIVE GAMES THAT GO 'CHEEP'

Yes, not only is it an excuse for a pathetic gag about 'budgies', but it's also a good way of pointing out that you lot are hot on low-priced games. Not that I suppose this message will ever get through to the software companies.

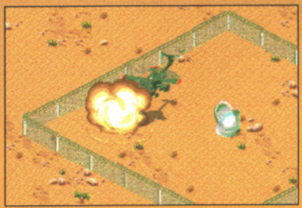
① **ALIEN BREED: SPECIAL EDITION 92** Team 17 £10.99 ★★★★ (3)
② **FIRST DIVISION MANAGER** Code Masters £7.99 ★★★★ (9)
③ **PIRATES!** Kixx XL £12.99 ★★★ (12)
④ **F19 STEALTH FIGHTER** Kixx XL £16.99 (13) ★★★★
⑤ **TRIVIAL PURSUIT** Hit Squad £7.99 ★★ (14)

Special offer from Team 17 – just over a tenner for an improved *Alien Breed*.

TOP FIVE GULF WAR GAMES

It took place in the Gulf, it was a war (sort of, although aren't the baddies supposed to shoot back?) it's – The Gulf War. There's all sort of high-tech stuff cluttering the charts, not to mention many areas of Kuwait, so for all you jingoists out there, let's shamelessly revel in an openly militaristic selection.

① **DESERT STRIKE** Electronic Arts £29.99 ★★★★★ (1)
② **F19 STEALTH FIGHTER** Kixx XL £16.99 ★★★★ (13)
③ **F16 COMBAT PILOT** Action 16 £9.99 ★★★ (15)
④ **M1 TANK PLATOON** Kixx XL £14.99 ★★★ (37)
⑤ **ARABIAN NIGHTS** Krisalis £25.99 ★★★★★ (er, 108)



***Desert Strike* is out-selling the Number Two game *(Body Blows)* by four to one.**

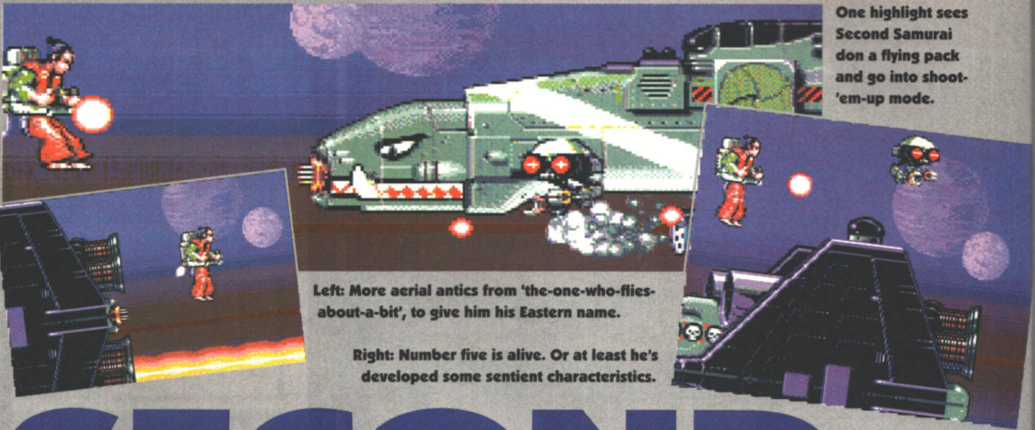
TOP FIVE THINGS ENDING IN 'TWO'

It's interesting to note that whereas film sequels are invariably much worse than the originals, computer games just keep on getting better and better. Usually. And before you write in to say we missed one, *Terminator 2* is the game of the second film, not a second game of the film.

① **LEMMINGS 2** Psygnosis £29.99 ★★★★★ (10)
② **STREETFIGHTER 2** US Gold £27.99 ★★★ (16)
③ **RBI 2** Hit Squad £7.99 ★★ (21)
④ **TEST DRIVE 2** Hit Squad £7.99 ★★★ (26)
⑤ **MONKEY ISLAND 2** US Gold £37.99 ★★★★★ (39)

***Lemmings 2*, Number One in the inevitable follow-up charts.**

Sherman! Set the time machine for later this summer! We've got some forthcoming games to track down!



One highlight sees Second Samurai don a flying pack and go into shoot-'em-up mode.

Left: More aerial antics from 'the-one-who-flies-about-a-bit', to give him his Eastern name.

Right: Number five is alive. Or at least he's developed some sentient characteristics.

SECOND SAMURAI

Game: Second Samurai
Publisher: Psygnosis
Authors: Raffaele Cecco, Teoman Irmak, Ashley Cairns, Brian Marshall, Mevlut Dinc
ETA: TBA

Briefly: The follow-up to *First Samurai.*

The creator speaks: Vivid Image's Mev Dinc came down to sunny Bath to show me the game and tell me some details. First: the inevitable question – how does it differ from the excellent *First Samurai?* "With the first game we felt the levels were far too big and took about half an hour to complete. With this game we've split the levels into sections, which makes it easier to get on and gives the player a sense of achievement. We'll be using access codes, or a similar system, to enable players to come back and play from where they left off.

"There's also a more linear feel to this game. There are still lots of puzzles to solve, but they're not essential to finishing the game, which means you can come back later and have a crack at the hidden stuff. Cosmetically, the main sprite's been changed – he's fully clothed and slightly bigger, has more frames, more moves and his existing moves have been improved as well. Technically we've pushed the Amiga to its limits with this one to make it look like a console game. You know, lots of big movements and sprites and stuff.

"We've packed in lots of big opponents with plenty of variation. Many of the enemies could in fact be end-of-level monsters – you'll think you've finished a level and there'll be more coming at you. There's also a lot of stages to killing things – it's not just a case of a number of shots and then it's over, but at the same time they're not impossible to kill. I don't like games where you're forced to rush in. All the end of level baddies take a while to kill, but you can take it at your own pace."

> "Put simply, there's a hell of a lot to discover"

A green dragon with red eyes and purple facial hair.

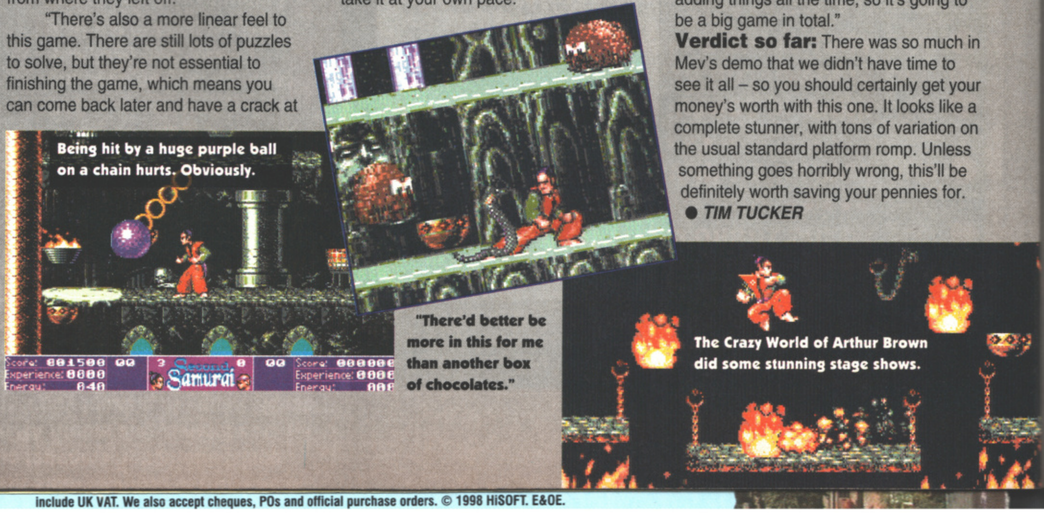
Hidden levels and bonuses? "Yeah, if you find the bonuses they add to your experience points, and a percentage bar shows how much of the game you've actually explored. There's a different end-of-game sequence depending on how much you've seen. There are also loads of sub-games, including a rather nifty *Asteroids* clone.

"We've made the opponents more interactive too. There are objects you can pick up and carry which help you get to certain places, and which are useful later on in the game. There are some baddies that you can kill, but they can also be used to help get you through the game. Put simply, there's a hell of a lot to discover."

Mev took me through what they'd got and there was masses to see, so what else needs doing? "We haven't fully populated the land map yet, and there's one more complete level to do. We're adding things all the time, so it's going to be a big game in total."

Verdict so far: There was so much in Mev's demo that we didn't have time to see it all – so you should certainly get your money's worth with this one. It looks like a complete stunner, with tons of variation on the usual standard platform romp. Unless something goes horribly wrong, this'll be definitely worth saving your pennies for.

● ***TIM TUCKER***



Being hit by a huge purple ball on a chain hurts. Obviously.

"There'd better be more in this for me than another box of chocolates."

The Crazy World of Arthur Brown did some stunning stage shows.

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THE SETTLERS

Troubled artist Vincent van Gogh lived in a house very similar to this. He painted yellow fields. And then cut his ear off.

Game: The Settlers
Publisher: Blue Byte
Authors: Volker Wertig, Christoph Werner, Thomas Hertzler, Christoph Werner, Haiko Ruttman
ETA: Mid October

Briefly: Set in a sort of fairy-tale, medieval, mythical setting, *The Settlers* is sort of *Populous* meets *Lemmings* meets *A-Train* meets *Premier Manager* meets *Civilization* meets *Sim City* meets er, meets lots of other things. Oh dear, we're going to have problems with this one, I can tell. Take it away, you Teutonic-type programmer people, you.

The creators speak: ...German, but also impeccable English, which is a great help as the only German word I know is 'Kugelschreiber'. Designer and producer Thomas Hertzler turned up on my doorstep with a stunningly impressive demo version of the game handcuffed to his wrist for extra security. I asked him first what the inspiration was behind the game. "We planned to create an economy simulation without it being boring. The simulation is very deep, but the players won't find it difficult to understand. Everything is visual – you can see all the men doing their jobs, for example."

"So big it'll have to shop at High & Mighty"

You certainly can. The game starts with you placing a castle on the map, which creates a circle of border posts dotted around the terrain. Everything inside these posts is your territory, and you can place building sites anywhere in this area. Nothing much happens until you make a path from the castle to the site, and then teams of little men get to work, carrying wood and stone and starting to build before your very eyes. Although the castle's initially stocked with wood, metal, food and other essentials, your stocks are quickly depleted, so depending on what you're running out of, you have to build sawmills, fishermen's huts or farms. If you get it right and supply food for the farm animals and population, wood for building and metal for tools then in no time at all you can have thousands of little men scurrying all over the place – literally.

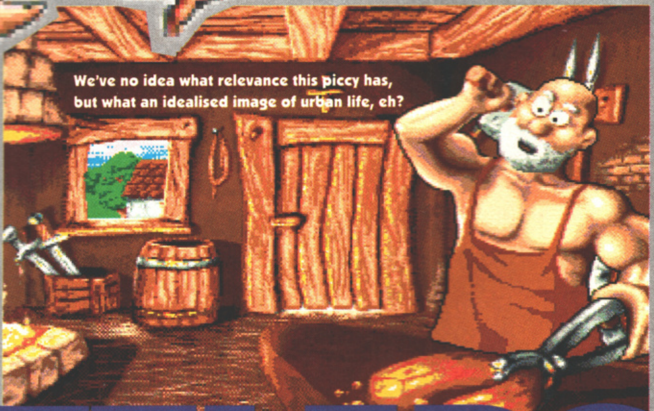
"The game supports as many as 65,536 people living in the computer, but since there are four competing tribes in the game, you only have control of a maximum of 16,384 men. If the computer has a 16 MHz 68020 (which is a standard A1200 or bigger) then the processor has no problem handling all of this," Thomas reckons. "The final version of the program will test the hardware and limit the map size and population according to processor power. Without slowing down, the A500 will be able to handle 8,000 men per kingdom."

Blimey – all this on three disks, eh? But that's what you get from 18 months of intensive development. The aim of promoting this population explosion is to expand your borders, and at some point you'll come into conflict with one of the other three tribes, one of which can be controlled by another player. Thomas again: "We're planning on having 64 pre-designed maps, with the difficulty increasing. On the early levels, the player has lots of money, but as you progress, you have fewer resources, and the computer opponents get closer and closer, so the fighting starts much sooner." Eek!

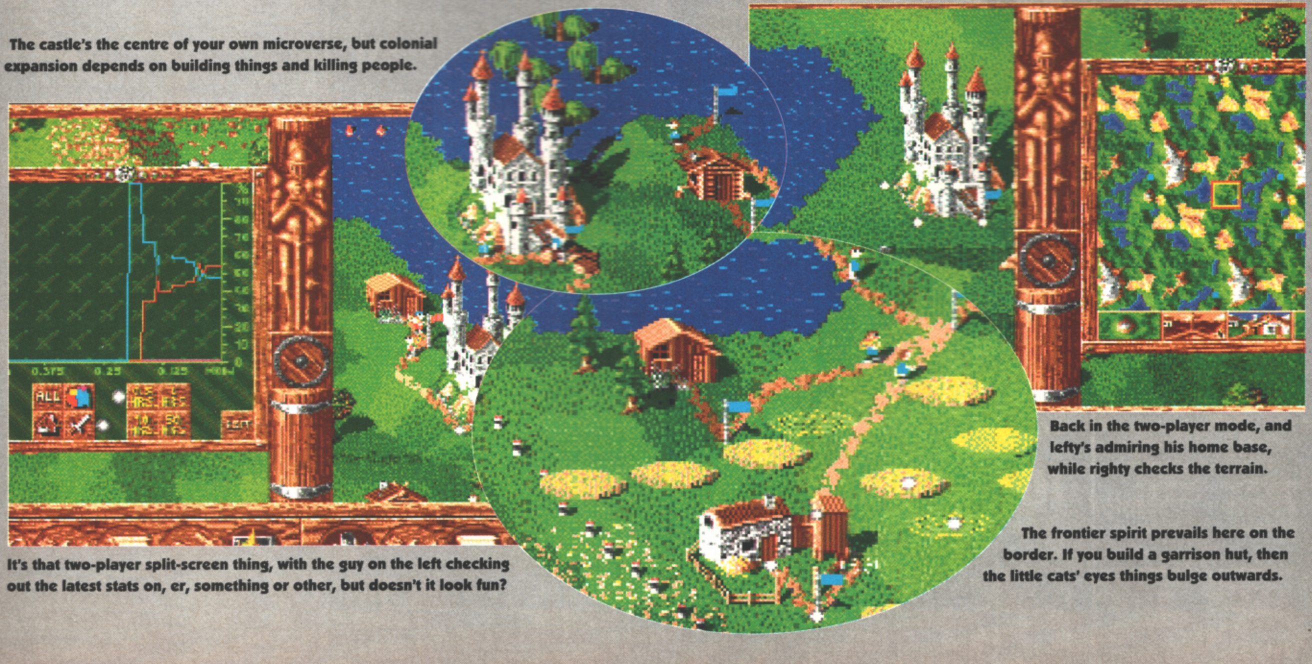
Oh no, we're running out of space, and I haven't even mentioned the way all of the confusing statistics are displayed in a brilliantly simple way, or the possibility of a two-computer link-up, or...

Verdict: I reckon this game's going to be so big, it'll have to shop at High & Mighty to find trousers that'll fit it. The version we've seen only features one kingdom, and even without all that conquering and killing business, it's still a hugely absorbing game. Unless Blue Byte suddenly lose their sanity and turn this into a vertically scrolling shoot-'em-up, this is going to be one of the biggest, most sought-after games of the year. And I'd stake Tim's reputation as a journalist on that.

● *MARK WINSTANLEY*



We've no idea what relevance this piccy has, but what an idealised image of urban life, eh?



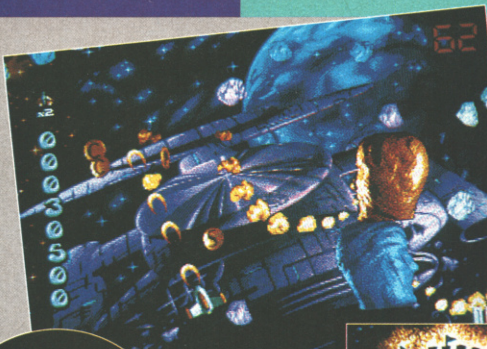
The castle's the centre of your own microverse, but colonial expansion depends on building things and killing people.

It's that two-player split-screen thing, with the guy on the left checking out the latest stats on, er, something or other, but doesn't it look fun?

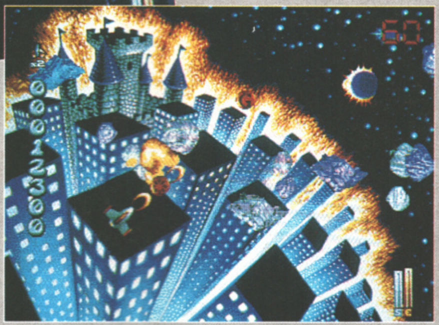
Back in the two-player mode, and lefty's admiring his home base, while righty checks the terrain.

The frontier spirit prevails here on the border. If you build a garrison hut, then the little cats' eyes things bulge outwards.

STARDUST

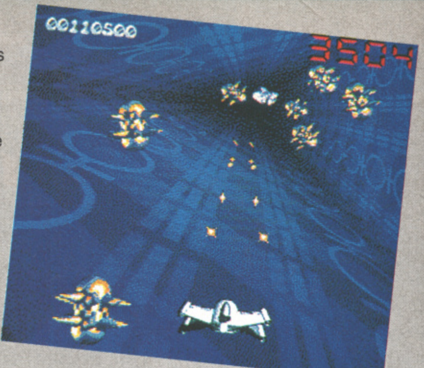


Here we encounter one of the early stages' more frightening bosses, which seems to be an escaped Easter Island head in orbit, with napalm breath. A good start, I think you'll agree.



Isn't that just one of the 'Ouch-my-eyes!'-est backdrops ever?

That was intended as a compliment, by the way.



Mika did eventually succeed in his attempts to show us the tunnel section, and we're glad he did. It's seriously brilliant.

Game: Stardust
Publisher: Bloodhouse
Authors: In house
ETA: August

Briefly: It's got stars in it, it's got dust in it... no, this isn't going to help, is it? *Stardust* is a new arcade game in an *Asteroids*-y vein from a brand-new Finnish publisher called Bloodhouse. There. Brief AND informative. And they said we couldn't do it.

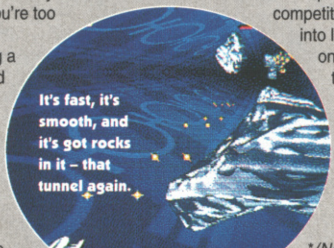
The creator speaks: Ah, well, bit of a funny story behind this one. Y'see, we've had to communicate with Bloodhouse by fax on this one, on account of the fact that their English isn't very good and our Finnish is positively useless. But of course, the, er, time difference between here and Finland means that we keep trying to send each other faxes in what turns out to be the middle of the night, and what with us comically missing each other all the time, and deadlines being what they are, and there being no point in us phoning each other because we can't speak each other's language, er, we didn't get to speak to the creators at all. Sorry.

"We can't speak each other's language"

But hey, it's all pretty obvious stuff. I mean, what were we going to say – "So, Mr Programmer, what kind of games were you influenced by while writing *Stardust?"* That would be silly.

Verdict so far: When Mika from Bloodhouse brought this round, he was seriously hampered in his attempts to show us later levels by the way we kept wrenching the joystick out of his hands to have another go. He'd be saying "I will show you the tunnel section now" and we'd be saying "No you won't, give me that thing so I can kill that bleeding end-of-level boss, he's really getting on my wick" and shoving the poor chap out of the way because he was in our light.

This, chums, is just what video games were always supposed to be, and it looks completely brilliant. Now I'm fully expecting, when you all get to see this in the next month or so, a flood of tedious whingy letters saying "But it's just *Asteroids* again, you wrinkly old cretin. Why don't you get with the beat and start praising some games that actually push the Amiga a bit instead of just being simple shoot-'em-ups that you only like because you're too old and crap to understand anything a bit more complicated and intelligent? I mean, *Monster Business*, for God's sake."

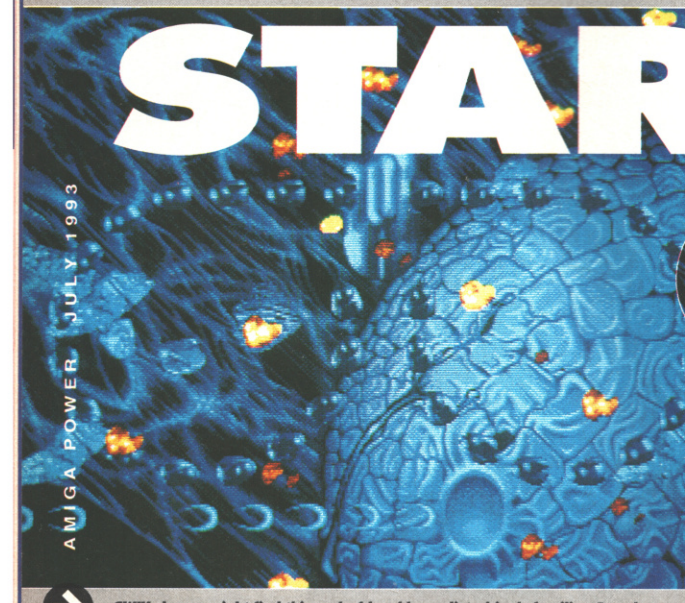


It's fast, it's smooth, and it's got rocks in it – that tunnel again.

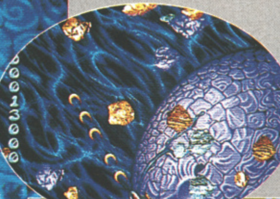
But I don't care. I know more about games than you do, I play games better than you do, and I'm just better than you all round. Do any of you moaners out there know what happens to letters like that? I'll tell you. Obviously we tear them up into little pieces, set them on fire and throw the remains out of the window at unsuspecting tourists, but before we do that we carefully note down the names and addresses of the senders and add them to a special file we keep on one of the office Apple Macs. Then, whenever we're pulling out competition entries, we check the names on the 'winning' cards against the ones on our special file, and if the name on the card matches the name of the person who sent the crap whinging in, we get the competition entry, tear it up into little pieces, set them on fire and – yes! – throw the remains out of the window at unsuspecting tourists*. So don't do it, alright?

● *STUART CAMPBELL*

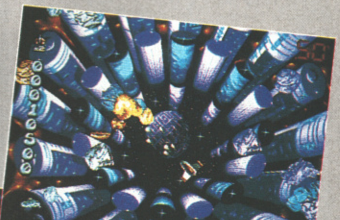
**(Note: We don't actually do this at all. It would be thoroughly illegal if we did, not to mention immoral, unfair, unpleasant for the tourists and, well, generally not on. Tell me we don't really do this. Please tell me we don't really do this. Stuart? Hello? – AP Legal Dept)*



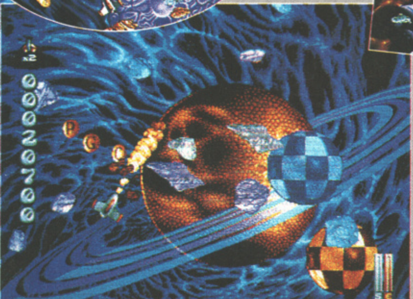
SWIV players might find this end-of-level boss disturbingly familiar. People actually playing *Stardust* will just find it disturbing. And very very scary.



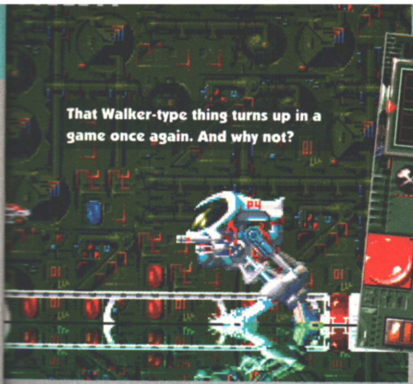
A nice old-fashioned screen full of rocks. What a relief.



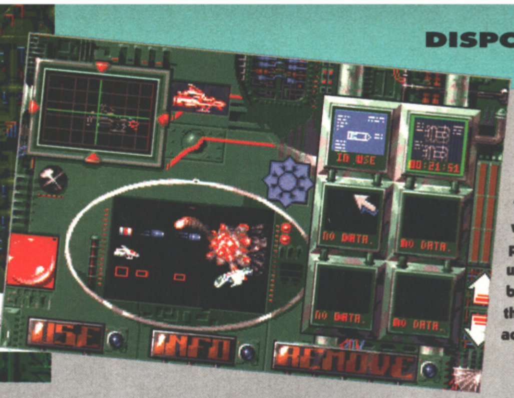
Not only do you have to contend with asteroids and enemies on this stage, but also a crushing feeling of vertigo as well.



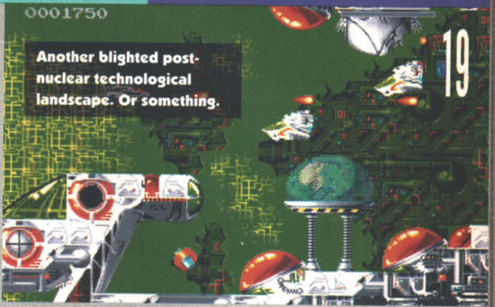
How exactly does a flamethrower work in space? There isn't any oxygen. I don't understand.



That Walker-type thing turns up in a game once again. And why not?

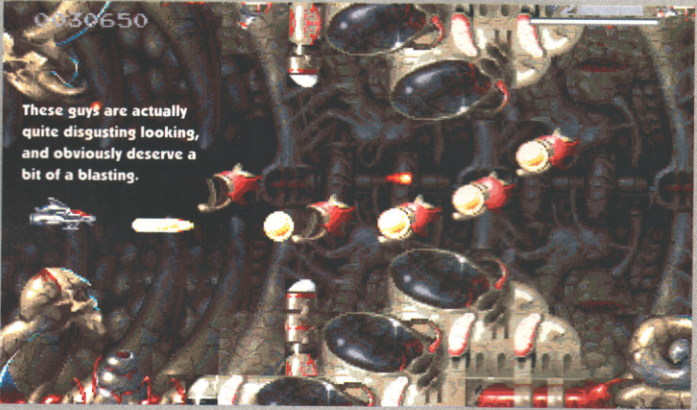


The Factory screen. This is where you power up using the blueprints that you've acquired.



Another blighted post-nuclear technological landscape. Or something.

DISPOSABLE HERO



These guys are actually quite disgusting looking, and obviously deserve a bit of a blasting.

Game: Disposable Hero
Publisher: Euphoria/Profile
Authors: Mario Van Zeist, Arthur Van Jole, Hein Holt
ETA: June

Briefly: With the notable exception of *Project-X*, it's been a while since we've seen a good old-fashioned horizontally scrolling shoot-'em-up on the Amiga. That is until now, with the imminent release of Dutch-based Euphoria's *Disposable Hero*. It's set in the year 2867 and concerns an elite team of crack troops known as 'D Heroes'. They have to retrieve blueprints of weapons systems which were lost during the preceding intergalactic space wars. The game itself comes from the team responsible for *Flimbo's Quest* and *Hawkeye*, and I spoke to Euphoria's Laurens Van Der Donk over a crackly intercontinental telephone to discover more about their hot new offering.

The creator speaks: So what made you go for a classic shoot-'em-up at a time when not much is going on in that department? "Well, when we started working on the game, *Project-X* was doing very well. I guess we're lucky that there hasn't really been anything like it for a while – so hopefully ours will stand out. Obviously it's not a terribly original idea, but we approached it with a fresh attitude and we're aiming to produce the most polished shoot-'em-up on the Amiga. We've got very original aliens with stunning backdrops, and there are some interesting new ideas in there too."

Okay, so why's it got such a funny name then? "Aah, to understand the title you have to reach the end of the game. We've put in a really good sequence there which makes sense of the idea of the *Disposable Hero*. But to do it you have to battle through five levels, so it should take you some time."

> "We've provided two difficulty levels"

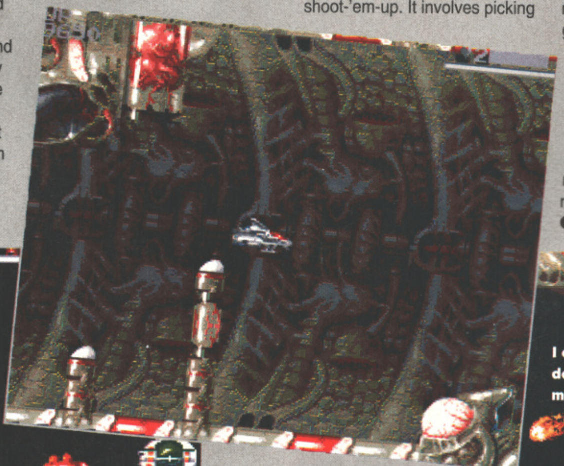
A problem with many shoot-'em-ups of this type is that they're just too difficult, resulting in a lot of dissatisfied and frustrated gamesplayers. How have you set the difficulty on this one? "We're aware that these games can be off-puttingly hard, so we've provided two difficulty levels, Hard and Easy. On Easy level not all the aliens appear and they're not as strong as on the Hard level. However, you can't finish the game on Easy – it only takes you to level four – so you'll have to get used to the Hard setting if you want to see the final level and that explanatory end sequence.

"We've also made the game more flexible than your standard shoot-'em-up. Instead of having to follow an exact path that's been decided in advance by the programmers, we've made it so that you have more freedom of movement interspersed with danger areas."

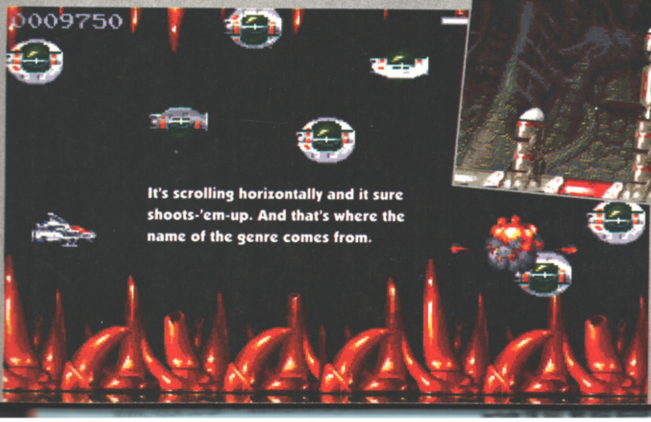
I take it there's the usual power-ups available and so on? "The power-up system is a bit different to your normal shoot-'em-up. It involves picking up the blueprints, but you can't use them until you get to the factory. Factories are placed throughout the game at various intervals, and can be recognised by their blue domes. You can also pick up generators which allow you to equip yourself with heavier weapons. It all makes it quite a bit more interesting than just picking up power-ups."

Verdict so far: There's nothing like a good old-fashioned blast to get the blood racing and it's nice to see that this type of game is still being produced. And what with *Project-X* due out on budget soon, we may well see a bit of a renaissance of the genre. Whether *Disposable Hero* can challenge the likes of *R-Type 2* and *Apidya* for the crown of all-time-greatest shoot-'em-up on the Amiga is another matter, but here at AP we're certainly looking forward to seeing the completed game. We should have a copy for review next month, so check out the definitive review in our next issue.

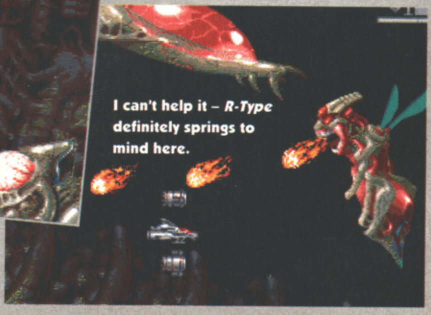
● *TIM TUCKER*



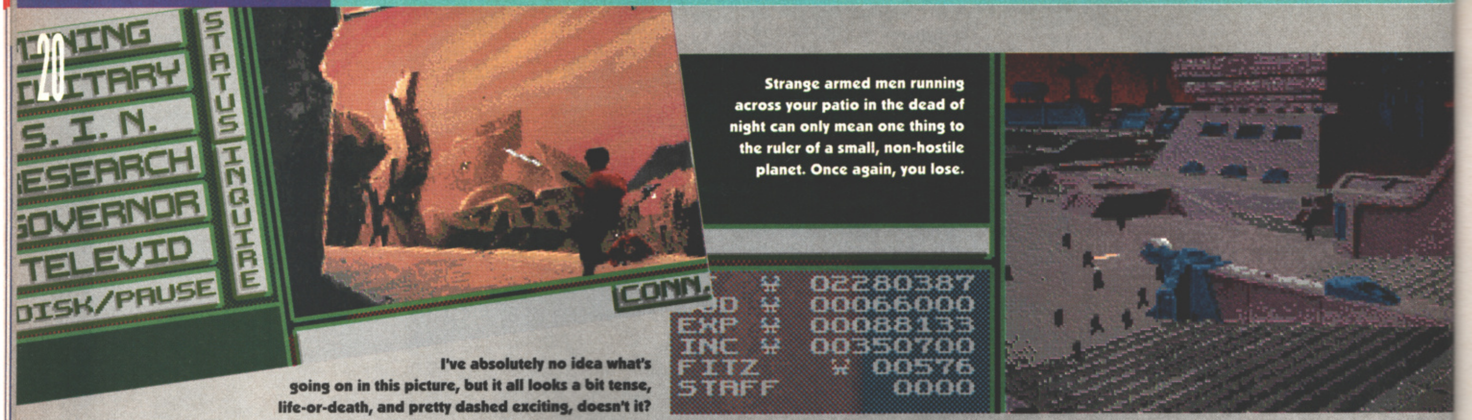
It would be nice to say that this was designed by Giger or Syd Mead or someone like that. But it isn't.



It's scrolling horizontally and it sure shoots-'em-up. And that's where the name of the genre comes from.



I can't help it – *R-Type* definitely springs to mind here.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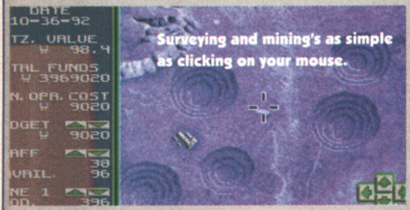
Strange armed men running across your patio in the dead of night can only mean one thing to the ruler of a small, non-hostile planet. Once again, you lose.

I've absolutely no idea what's going on in this picture, but it all looks a bit tense, life-or-death, and pretty dashed exciting, doesn't it?

MAELSTROM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Surveying and mining's as simple as clicking on your mouse.

Game: Maelstrom
Publisher: Empire
Authors: Andy Blau, Andy Hook, Glenn Wilson
ETA: TBA

Briefly: Sci-fi games man of the moment Syd Mead gets his name attached to another upcoming game. I don't know if you already know this *(We do. – Ed)*, but Syd worked as a 'visual futurist' on films such as Blade Runner and 2010 *(We know, get on with it. – Ed)* and is currently having his designs used in the soon(ish) to be released *CyberRace (Aarghh! Syd Mead overkill! – Ed)* But enough of Mr Mead – for now.

Maelstrom puts you in the role of a soldier who works for the nastiest, most powerful people in the universe. You've been sent on a mission to pillage an entire world by means fair and foul, but suddenly developed a conscience. Rather than help the evil Syndicate take over the pleasant little planet of Harmony, you've changed sides and been elected to help these intergalactic bumpkins fight off the corporate forces of darkness.

The creators speak: Okay then people, what does this Syd Mead chap have to do with the game? I mean, the only credit he gets is 'Inspired by...', so what does that mean? Rick Van Ysseldyk, faxing his answers from Washington Boulevard, California, came back with these snappy and concise replies.

"Syd was actually part of the concept design meetings. In its design stages, *Maelstrom* was named *Backlash*, and was actually a much bigger game than it is now, if you can believe that. We've got enough background material for a *Maelstrom 2*, although maybe I'm just shamelessly trying to generate some advance interest on this count."

I've played the PC version of the game, and it's got a really strange, but ever-so-clever interface. Your character is plugged into a flashy desk which lets you call up seemingly hundreds of characters on your vid-phone and have a natter with all of them. As well as this social interaction, you have to plan mining operations to provide raw materials, set technical people to work on designing new gadgets that you can sell to other planets, and kick the army into shape to defend against the upcoming invasion. So who do our cross-Atlantic contacts think this game will appeal to?

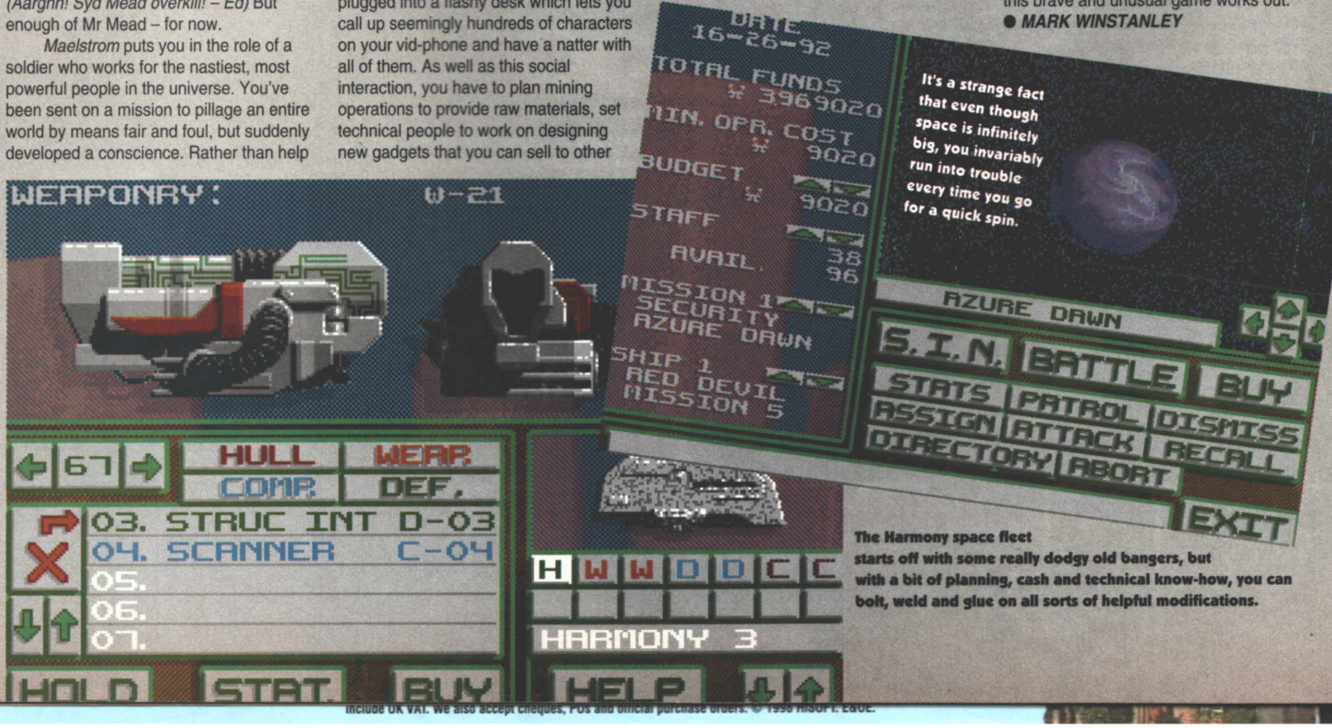
"People who like strategy games will love this because of the planning element, and because of its setting, gamers who are into space and sci-fi will get into it as well. When we designed the game, we noticed that a great number of strategy-type games on the market were just that – strategy, and nothing else. For *Maelstrom*, we decided to add the role-playing and space combat elements to give it broader appeal."

It certainly looks good, and what could so easily have been a sequence of lifeless statistics screens is portrayed in an absorbing, interactive way. Rick again: "By adding 'cinematic cuts' between actions and sprucing up some of the mundane tasks that are inherent in strategy games, we're hoping to make it a little more pleasing to watch in addition to playing. We also wanted to give the characters you interact with a little more life. We spent a lot of time programming the 'cellular automata' part of the game, where characters carry on doing their own thing unless they're told to do otherwise."

> "Your character is plugged into a flashy desk"

Verdict: *Maelstrom* is an unusual blend of two very different types of games, but I actually think it might work. Try this hopelessly simplistic analogy – if you think that all the statistics and number crunching is a bit dry and lifeless, like a Rich Tea biscuit, then think of the atmospheric adventure element as a huge red and white mug of steaming tea. Dip the biccy into the tea and voila – a magical combo to tantalise your taste buds. Let's wait and see how this brave and unusual game works out.

● ***MARK WINSTANLEY***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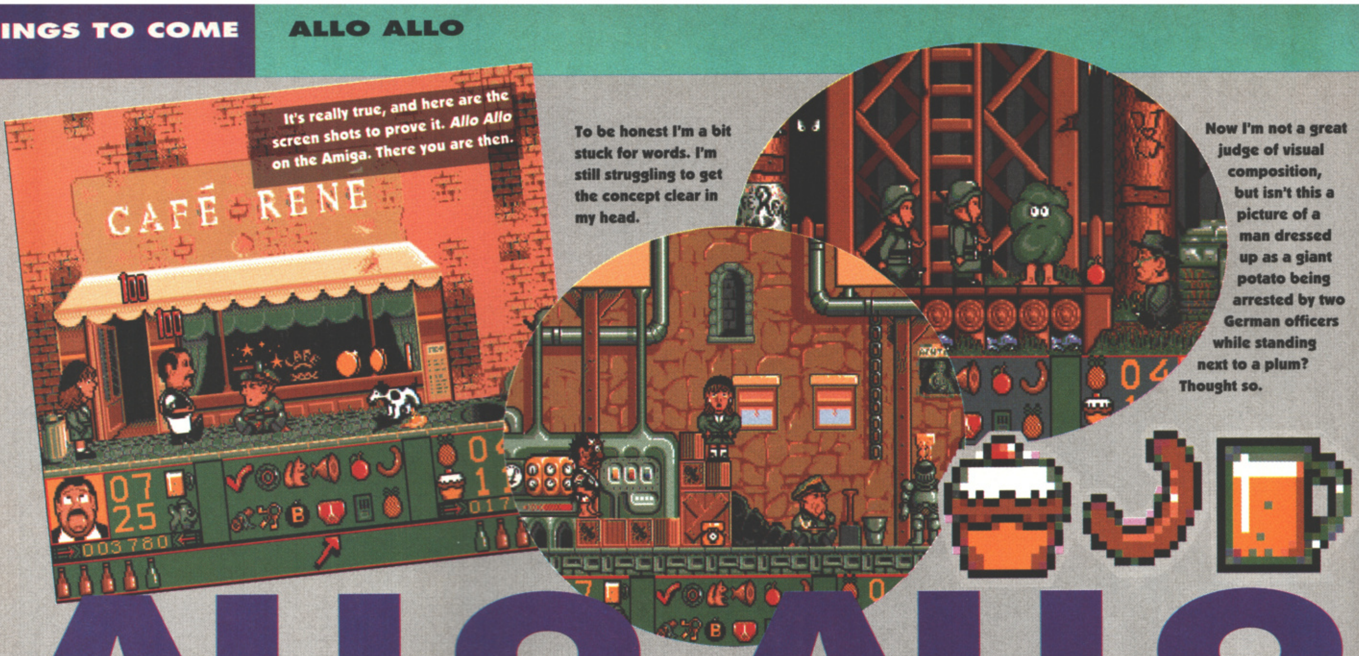


It's really true, and here are the screen shots to prove it. *Allo Allo* on the Amiga. There you are then.

To be honest I'm a bit stuck for words. I'm still struggling to get the concept clear in my head.

Now I'm not a great judge of visual composition, but isn't this a picture of a man dressed up as a giant potato being arrested by two German officers while standing next to a plum? Thought so.

ALLO ALLO

Game: Allo Allo
Publisher: Alternative Software
Authors: In house
ETA: July

Briefly: Listen very carefully, I will say this only once.

The creators speak: Unless I'm the victim of an unusually complex practical joke, Alternative Software are on the verge of releasing a game based on the popular comedy TV series Allo Allo. A strange choice of licence I thought, so I asked Dave Watkins at Alternative to elaborate – and he did. "There's actually a lot you can do with the Allo Allo idea. Obviously it's going to appeal to fans of the TV show, but our research also indicates that it will be popular with the core group of games buyers, the 12 to 16 year-olds. We've gone for a fast moving comedy-type adventure which we know games players will appreciate."

I got further info from Chris Price, Alternative's Development Manager – "It's a multi-directional platform game." Somehow we just knew he was going to say that. So, what made you go for a platform game instead of, say, an adventure game? "Well, obviously platform games are very popular, but we also wanted to integrate a lot of comedy from the show and felt that a platform game is more conducive to getting the slapstick humour across. We've got lots of very funny animation sequences which reflect the Allo Allo style of humour, and basically we're using the licence to give a different feel to the platform genre."

"We wanted to integrate a lot of comedy from the show"

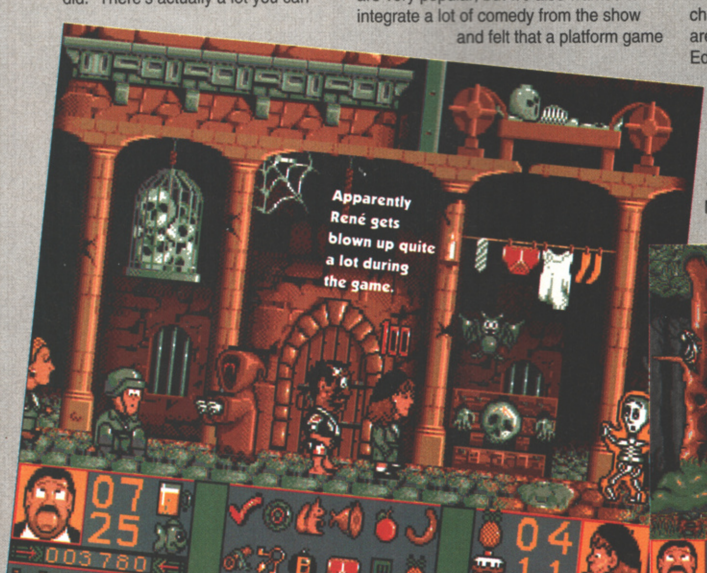
How much does the game actually tie in with the TV show? "A lot more than the usual licence. The plot concerns a plan by Michelle to fund the Resistance by getting the Fallen Madonna With The Big Boobies *(A painting – Tim)*. The painting is in the hands of Lt Gruber, and so the first object of the game is to put together a fake Fallen Madonna With The Big Boobies and swap it for the original.

"You play the part of René, and in two-player mode player two controls Michelle. All the main characters from the TV series are in there – Yvette, Mimi, Edith, Alphonse, Gruber, Helga and so on. Each has a special significance in the game – for example, Lt Gruber fancies René and so he's always chasing him throughout the game, while the Colonel's constantly chasing Michelle. It really captures the feel of the series. Also, as it will be appealing to younger kids, we've kept the violence to a minimum. Most of the characters don't hurt each other, and although some of the Germans can shoot guns, they never kill anyone."

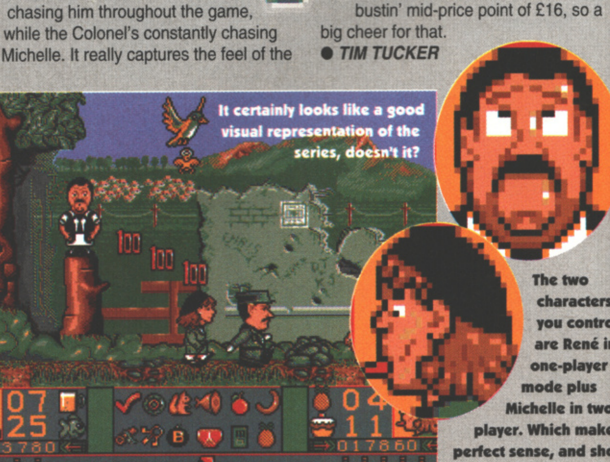
So how big will it be? "Well, it's five levels in all, and we've also got secret rooms and bonus levels. We're going to be using either continues or a password system so that players don't have to play it all in one sitting. There are going to be puzzle elements in there, but nothing too heavy as we want to keep it fast moving and fun."

Verdict so far: It's obvious that Alternative are putting a lot of faith and genuine enthusiasm into the project, and despite what at first seems like a very odd idea for a licence this could well end up being a bit of a goody. Further good news is that it will be coming out at a recession-bustin' mid-price point of £16, so a big cheer for that.

● *TIM TUCKER*



Apparently René gets blown up quite a lot during the game.



It certainly looks like a good visual representation of the series, doesn't it?

The two characters you control are René in one-player mode plus Michelle in two-player. Which makes perfect sense, and should please the fans.

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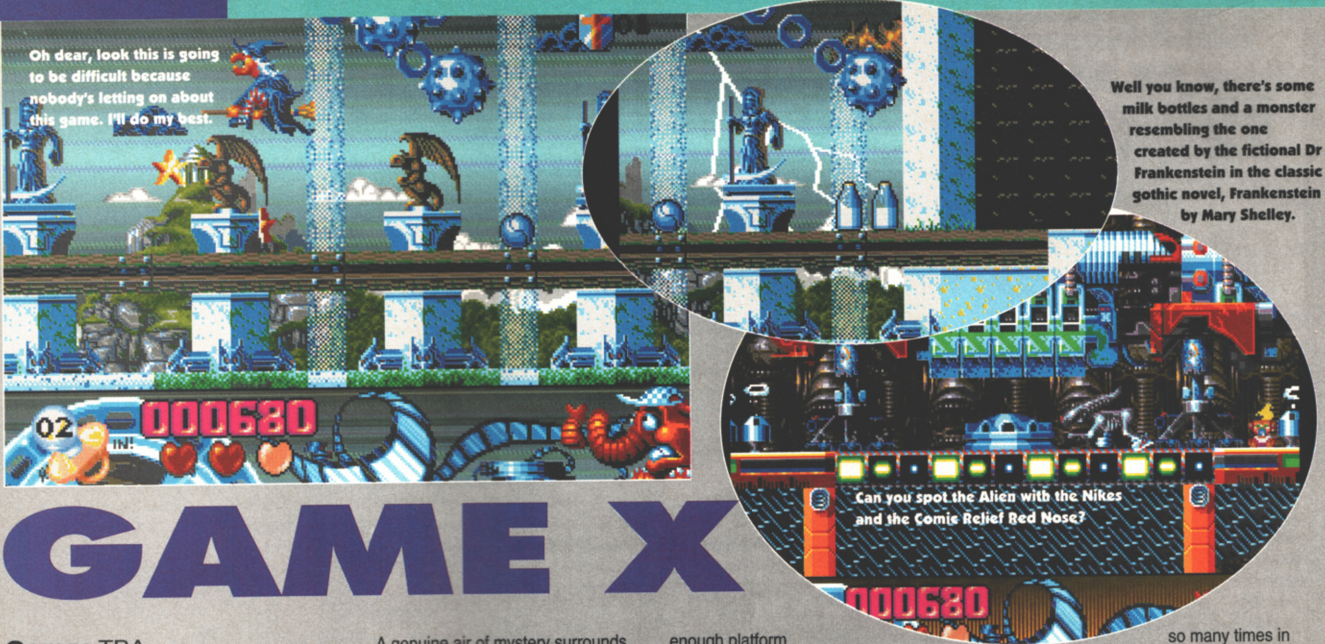


Oh dear, look this is going to be difficult because nobody's letting on about this game. I'll do my best.

Well you know, there's some milk bottles and a monster resembling the one created by the fictional Dr Frankenstein in the classic gothic novel, Frankenstein by Mary Shelley.

Can you spot the Alien with the Nikes and the Comic Relief Red Nose?

GAME X

Game: TBA
Publisher: Flair
Authors: Mick Hedley, Phil Nixon, Peter Johnson, Mark Sample, Phil Scott
ETA: July – August

Briefly: Er...

The creators speak: We have to be careful here, so I'll let Colin Courtney of Flair do the talking. "This is not *Trolls 2.*" Ah, I see. Unfortunately, we need to narrow it down a tad more to get anything going on this page, mainly because it shares the quality of not being *Trolls 2* with every other game in this month's Things To Come, and indeed all the Things To Come ever published in Amiga Power. What's going on? "Well, originally this started life as *Trolls 2*, so anyone familiar with *Trolls* will find many similarities. However, the main character is far more dynamic, sinister and butch than the *Troll* character. It's basically an older person's game."

> "We HAVEN'T included a slippy-slidey Ice World"

A genuine air of mystery surrounds this one, it would seem. It's great because it makes me feel like an investigative journalist and everything, which is kind of exciting. Anyway, I spoke to Phil Scott to find out if any more information could be gleaned about this ultra-hush project.

"It's a platform game with a general 'movies' theme made up of 32 levels spread over various worlds. They are Horror World, Sci-fi World (which has a Giger theme and includes an Alien sporting Nikes and a Comic Relief Red Nose), Wild West, Game Show, War (which is all in black and white like old war movies), Jurassic and Cartoon."

"Between the normal levels are Bonus and Bogus levels *(Again, players of* Trolls *will be, er, familiar with the concept. – Tim)* which are like trailers and adverts to tie in with the movies concept. Although still a cute platformer, it's a lot darker than *Trolls* and not as sickly."

Hmm. So come on Phil, we've seen enough platform games to last us through the recession – what's this one got to offer that we haven't seen a million times before? (We investigative journalists like to throw provocative questions like this at people, it makes us feel hard).

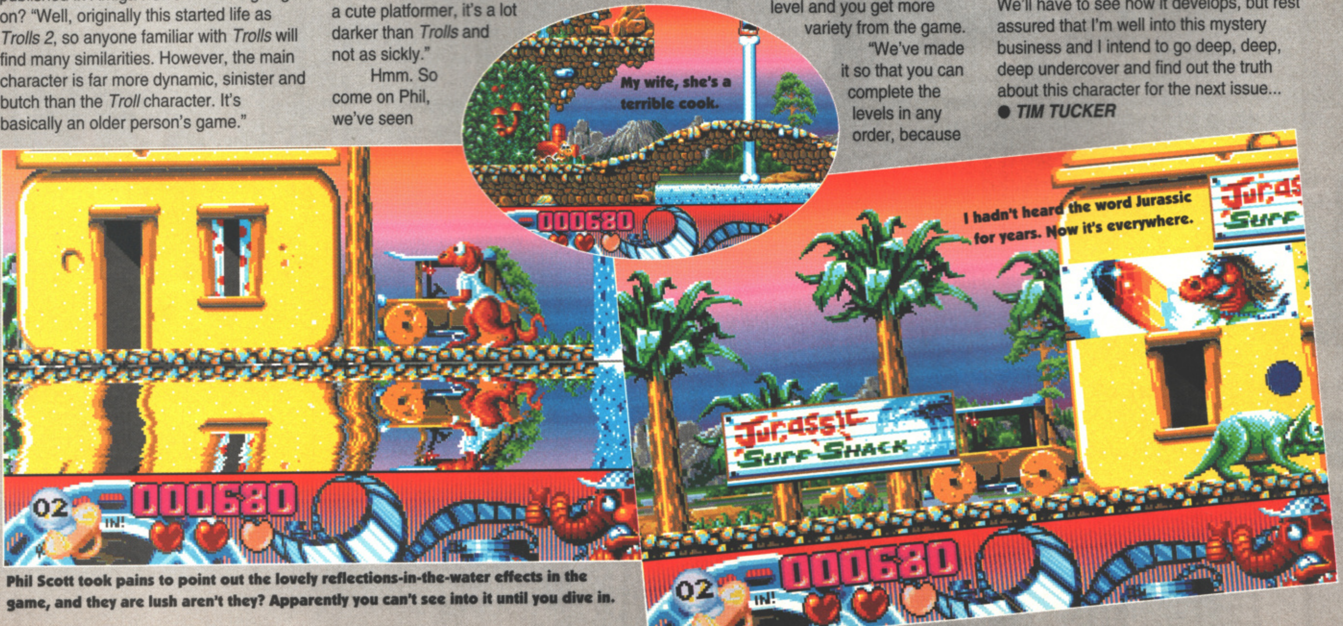
Another milk bottle. And a cop. I'm really sorry.

"Well, the general movies theme gives it a whole new flavour and more variety than the usual Wood Land, Sweet Land (and so on) formula. We HAVEN'T included a slippy-slidey Ice World, you'll be glad to hear. The levels are less linear than most platform games – they've got a more maze-y feel. This means that there's more than one way to complete a level and you get more variety from the game.

"We've made it so that you can complete the levels in any order, because so many times in platform games you get stuck on a particular level and there's nothing you can do until you solve it. We've also included a challenge mode in which you can attempt to do a certain number of levels within a time limit. We think that it's got more variety than your average platform game and even platform pros will find there isn't the common feeling of deja vu experienced in many platform games these days."

Verdict so far: Well, all we've seen are these screen shots (from the PC version, but the 1200 version looks identical according to Flair). Also, we have yet to see the main character, which makes it difficult to make any judgements. We'll have to see how it develops, but rest assured that I'm well into this mystery business and I intend to go deep, deep, deep undercover and find out the truth about this character for the next issue...

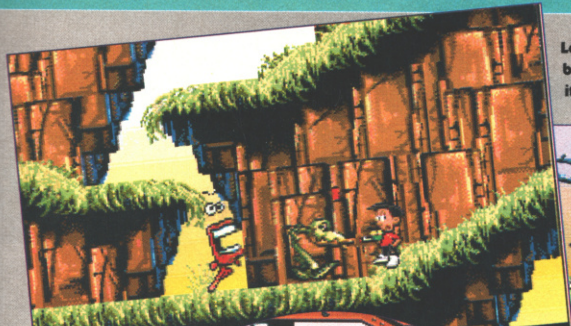
● ***TIM TUCKER***



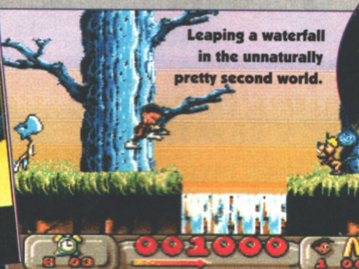
My wife, she's a terrible cook.

I hadn't heard the word Jurassic for years. Now it's everywhere.

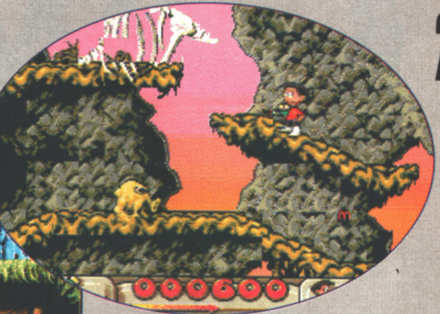
Phil Scott took pains to point out the lovely reflections-in-the-water effects in the game, and they are lush aren't they? Apparently you can't see into it until you dive in.



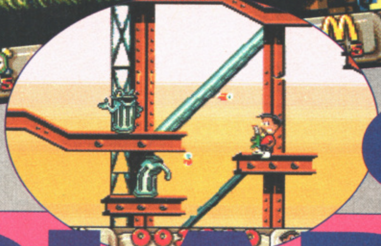
Left: Mick (for 'tis he) encounters some weird beasties in the forest-type first level. Er, that's it. You can go now. Read the next caption.



Leaping a waterfall in the unnaturally pretty second world.

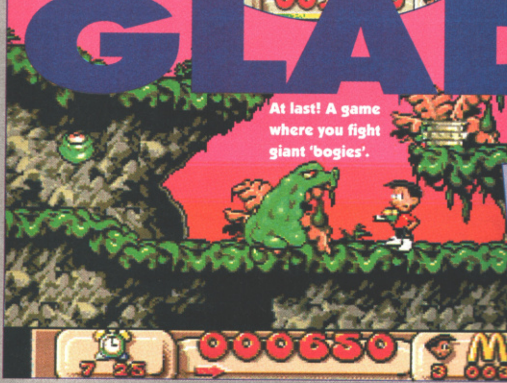


Above: The second level of world one – could this be what Jurassic Park looks like? (No.)

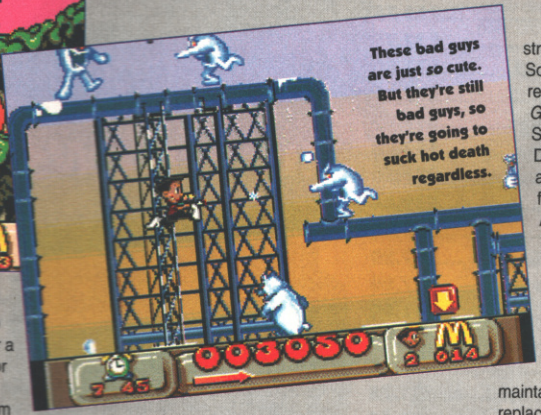


World three – *Donkey Kong* revisited.

GLOBAL GLADIATORS



At last! A game where you fight giant 'bogies'.



These bad guys are just *so* cute. But they're still bad guys, so they're going to suck hot death regardless.

Game: Global Gladiators
Publishers: Virgin
Author: John Twiddy
ETA: July

Briefly: Y'know, it's become pretty fashionable among the 'politically correct' to always slag off McDonalds when something like this (or Virgin's earlier platformer *McDonaldland)* comes along. But I for one want no part of it – many's the time I've been known to pop into my local branch for a McChicken Sandwich or some McNuggets with sweet'n'sour sauce (yum *yum)* on my way home from work, and I think they're jolly nice. Certainly nicer than the stuff you get from Cvhdflghjsd or Knurekykmfi, anyway. *(The names of some competing fast-food chains have been 'scrambled' for legal reasons. – AP Libel Dept)* But never mind that for now. We're here to talk about *Mick And Mack – Global Gladiators*, Virgin's new platform game. It's a straight conversion of the title previously released to no small amount of acclaim on the Mega Drive, and it proved extremely popular when it was first exposed to the public in the AMIGA POWER Games Arcade at Amiga Format Live back in May, with kids crowding around the stand in a manner not entirely dissimilar to the way that they tend to hang around outside McDonalds itself on Saturday afternoons. But, er, on with the game.

Global Gladiators boasts a *Captain Planet*-esque storyline about saving the environment from toxic pollution or something along those lines, and – hey! – I'm perfectly prepared to accept that as a feasible and viable aim for a McDonalds game. I don't care what anybody says.

The creator speaks: After an amusing series of answering machine-related incidents, I managed to get in touch with John Twiddy, once of Vivid Image (home of *First Samurai)* but now striking out on his own with Jaguar Software Consultants. He's the man responsible for coding *Global Gladiators* (and Virgin's planned September release of the lovely Mega Drive platformer *Cool Spot),* and I asked him if he'd just gone straight for a port of the MD version with Amiga *Global Gladiators.* "Basically I tried to copy the Mega Drive game as religiously as possible, but in some of the later levels there are an awful lot of enemies on screen, and the Amiga couldn't really cope with those and the Mega Drive's parallaxing backgrounds and still maintain a decent speed, so we had to replace the backdrops with a simpler graduated colour tint."

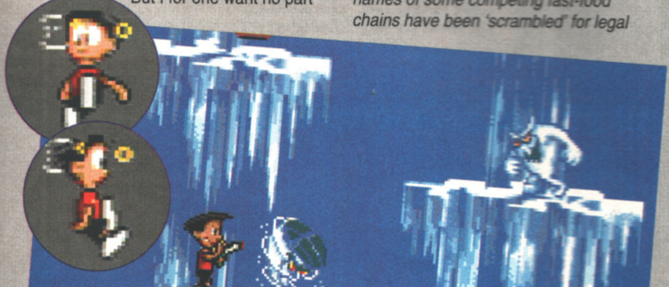
Any plans to go for an A1200 version with the backgrounds intact? "Not that anyone's told me about, but at least with *Cool Spot* the game's not quite so fast, so I should get the backdrops in no bother."

Something to look forward to there, most assuredly. Anything else you'd like to tell us, John? *"Global Gladiators* is also a bit unique in that it's only got one boss, at the end of the game, but there's plenty of ordinary meanies to make up for it." Ooh, thanks.

> "I don't care what anybody says"

Verdict so far: The scrolling's a bit on the disconcertingly jerky side at the moment (John's promising improvements on that, though), but otherwise this is a rollicking, extraordinarily fast-moving, platform blast-and-a-half. There's action aplenty (you rarely get to go more than a couple of feet without being assailed by some nasties, and I like that in a game), and it gets really pretty by about the fourth of the 12 levels (four worlds with three sub-levels each). It looks like it's going to be a bit on the smart side.

● *STUART CAMPBELL*



Oh joy! Oh happy day! An ice world that ISN'T a slippy-slidey one. Bo'sun, award this game an extra 20% at once.

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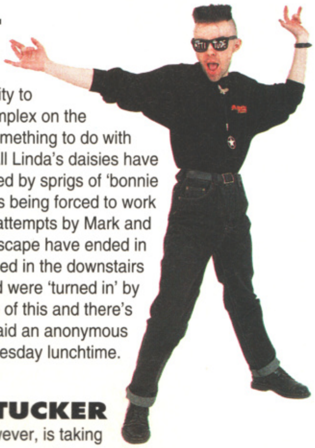
GAMES

We'd just like to take this opportunity to apologise to Tim 'Pops' Norris for not putting his picture on this page last month even though he did a review for us. It was a simple administrative mix-up, Tim, and we're sorry. And you're too fat.

JUST WHO DO WE THINK WE ARE?

LINDA BARKER

Lazybones Linda hasn't done very much this month – in fact, she hasn't even got out of bed! Er, ahem. Yep, the boss is still firmly ensconced in hospital recovering from her recent 'funny turn'. In fact, she's in the very same bed that top TV personality Leslie Crowther occupied after his car crash a little while ago. Luckily for Linda, though, old Leslie's made a full recovery and is now sleeping in his own house again. "I think, on top of everything else, having to share a bed with Leslie Crowther would have been the final straw," she said yesterday.

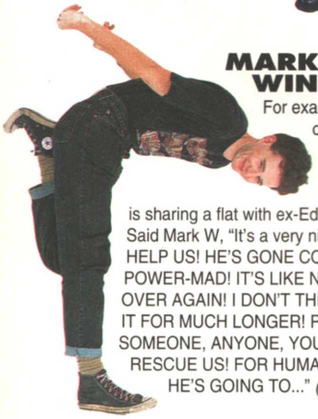


STUART CAMPBELL

With Linda incapacitated, Stuart's seized the opportunity to inflict his Mussolini complex on the unfortunate AP staff. (Something to do with being short, apparently.) All Linda's daisies have disappeared, to be replaced by sprigs of 'bonnie purple heather', everyone's being forced to work 22 hours a day, and three attempts by Mark and Tim to tunnel out and escape have ended in disarray when they landed in the downstairs office of Sega Power and were 'turned in' by Mark Ramshaw. "Much more of this and there's going to be a coup," said an anonymous source last Tuesday lunchtime.

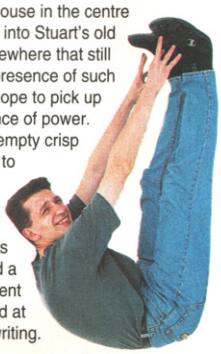
JACQUIE SPANTON

In what's become a popular pastime around the offices, Jacquie's been spending most of her spare time constructing anagrams of fellow staff member's names. You don't want to hear what she made of ex-Deputy Art Ed Lisa Nicholls, you really don't. (But answers on a postcard please...) Jacquie's also moved house, in the first of a deeply strange sequence of events which seems to involve most of the crew moving into each other's homes. (We think it might be to stop Stuart finding out where they live and making them work more.)



MARK WINSTANLEY

For example, Mark's moving out of his smelly and cramped (well, it is if you're as tall as Mark is) bedsit, and is sharing a flat with ex-Editor Mark Ramshaw. Said Mark W, "It's a very nice flat, and PLEASE HELP US! HE'S GONE COMPLETELY POWER-MAD! IT'S LIKE NAZI GERMANY ALL OVER AGAIN! I DON'T THINK WE CAN TAKE IT FOR MUCH LONGER! PLEASE, SOMEONE, ANYONE, YOU'VE GOT TO RESCUE US! FOR HUMANITY'S SAKE! HE'S GOING TO..." *(Snip! – Acting Ed)*



TIM TUCKER

Tim, however, is taking advantage of Stuart's shift to a top executive penthouse in the centre of town to move into Stuart's old 'pad'. "By living somewhere that still resonates with the presence of such a journalistic god, I hope to pick up some of the essence of power. As well as a lot of empty crisp bags which appear to have been wedged under the telly." Rumours that Tim had also shaved his head and developed a broad Scottish accent were unconfirmed at the time of writing.

DAVE GREEN

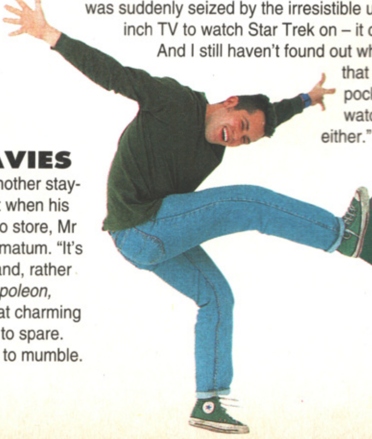
Extra-terrestrial Production Editor Dave wasn't one to be left out of all the relocation malarkey. For no sooner had Mark W left his insect-ridden bedsit vacant, than Dave had packed his belongings into a small matchbox (which, strangely, was much larger on the inside) and moved in in his place. "It might seem unpleasant to you Earth creatures," said Dave two weeks from today, "but where I come from, little black things with too many legs are regarded as a social necessity in any self-respecting dwelling-place."

LISA KELLETT

As usual, Lisa's got it all wrong. A couple of weeks ago, the young lass left home for the first time, to move into a flat with an art person from another Future mag. She'd been in the place just five days (and had already completely redecorated her room), when one Friday night she was in by herself and felt a bit lonely. "So immediately I phoned my dad, and he came round and collected all my stuff, and I moved back in with my parents. I guess I'm just not really cut out for the life of a bachelor girl."

JONATHAN DAVIES

Reluctant tip maestro JD was another stay-at-home boy until recently. But when his stack of wargames got too big to store, Mr and Mrs Davies delivered an ultimatum. "It's either them or you," they said and, rather than give up his beloved *Napoleon,* Jonathan got packing. "I hear that charming Dave Golder chap's got room to spare. Goodbye forever," he was heard to mumble.

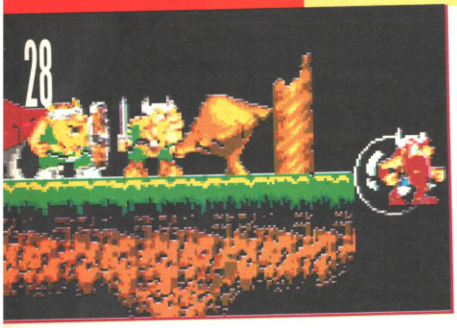


DAVE GOLDER

Dave's found things a little strange since Jonathan moved in. "I keep having odd thoughts that had never occurred to me previously," he said, with a puzzled tone in his voice. "For example, last week I was suddenly seized by the irresistible urge to buy a 28-inch TV to watch Star Trek on – it cost me £900! And I still haven't found out why Jon bought that funny pocket watch either."

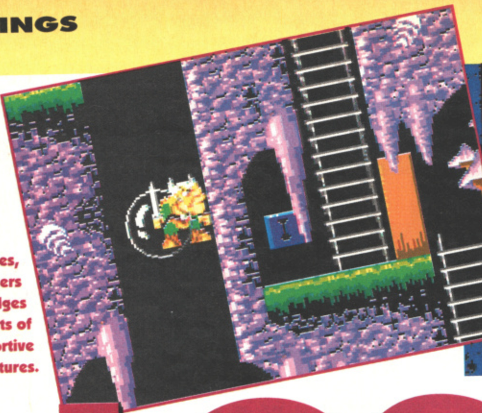
How does our scoring system work, then?

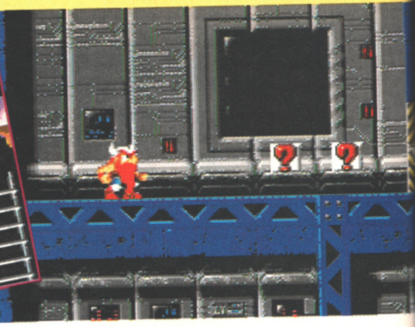
1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. We haven't got time for third points.



Among other things there are bubbles to ride on.

More bubbles, and ladders and bridges and all sorts of other supportive structures.





THE LOST V

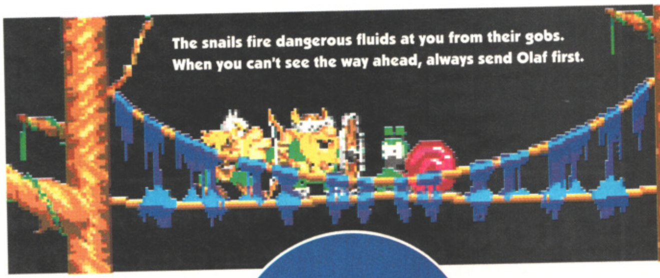
The platform-puzzling saga of Erik the Swift, Baleog the Fierce and Olaf the Stout

Game: The Lost Vikings
Publisher: Interplay
Authors: Silicon and Synapse
Price: £29.99
Release: Out now

Vikings were Scandinavian adventurers who spent most of the time between the eighth and eleventh centuries raping, pillaging and generally causing a right old mess all over Europe. You're now expecting me to go into a gratuitous humorous anecdote concerning Vikings and what they got up to, but instead I'm going to tell you a far more interesting fact, something told to me by our Production Editor Dave Green this very morning. Did you know that the word Viking is the ONLY word in the English language ending in '-ing' which doesn't signify an action (that is, it's not a verb). (Anyone who contests this fact should send their entries to Dave Green at the usual AP address, marked "Are you sure you're qualified to do that job, Dave?").

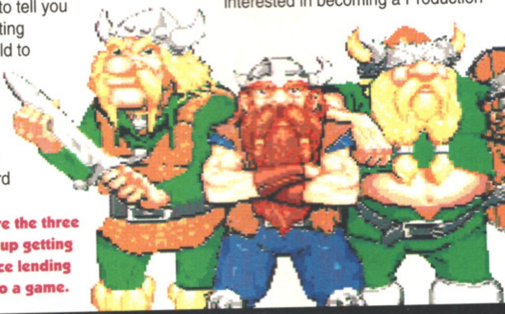
For those of you intrigued to know what a Production Editor actually does (and that includes the rest of us here in the office), it seems to consist mainly of being incredibly pedantic at times when he is not required to be, gratuitously swearing at everyone in the last few days before the issue deadline and calling everyone a girl, regardless of their actual gender. If you're interested in becoming a Production Editor, all you need (it would seem) is an unreasonable degree of irony peppering your conversation ALL THE TIME and the most outrageous laugh since the laughing policeman hit the helium and went to see an evening of classic comedy at his local cinema while being tickled on the foot with a gigantic feather.

While we're on the subject of the AMIGA POWER staff, I'd just like to promote the talents of our Art Editor, Jacquie Spanton. She is responsible for making the magazine look so good (along with Lisa of course) and she doesn't get the credit she deserves – Hurrah for Jacquie. Just look at the wonderful link she's put together on this page. Things like this often go unrewarded, and poor old Jacquie also has the misfortune of having to sit next to Dave Green, our Production Editor, and put up with his tedious and obnoxious behaviour all day. And actually Dave, what about 'Thing' and 'String'? Those are two words which end in '-ing' and are not verbs. So you're wrong aren't you?



The snails fire dangerous fluids at you from their gobs. When you can't see the way ahead, always send Olaf first.

> "One of the most original games we've seen"



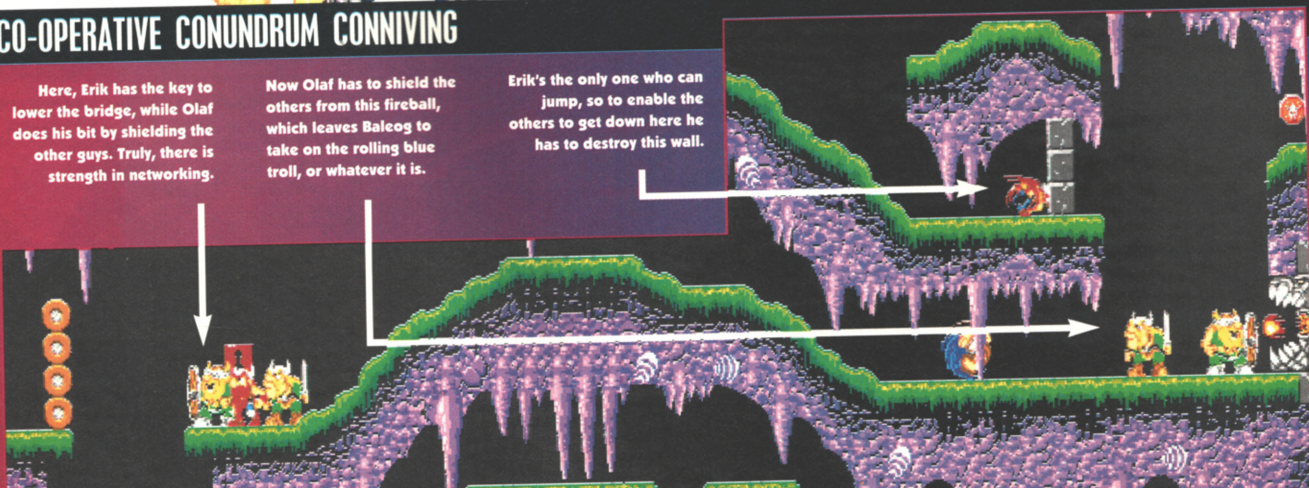
And here are the three Vikings who end up getting lost, and hence lending their name to a game.

CO-OPERATIVE CONUNDRUM CONNIVING

Here, Erik has the key to lower the bridge, while Olaf does his bit by shielding the other guys. Truly, there is strength in networking.

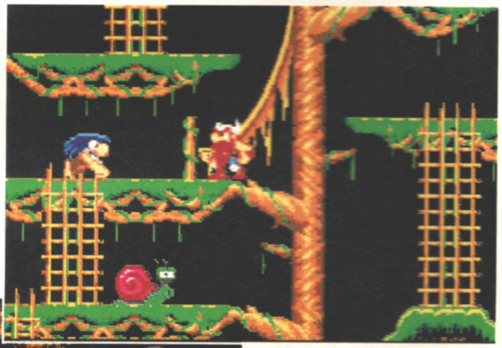
Now Olaf has to shield the others from this fireball, which leaves Baleog to take on the rolling blue troll, or whatever it is.

Erik's the only one who can jump, so to enable the others to get down here he has to destroy this wall.



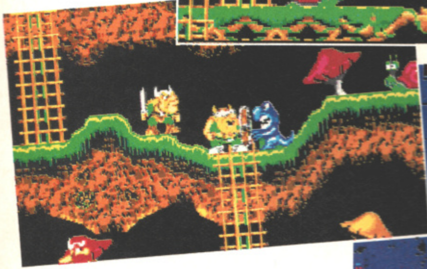
VIKINGS

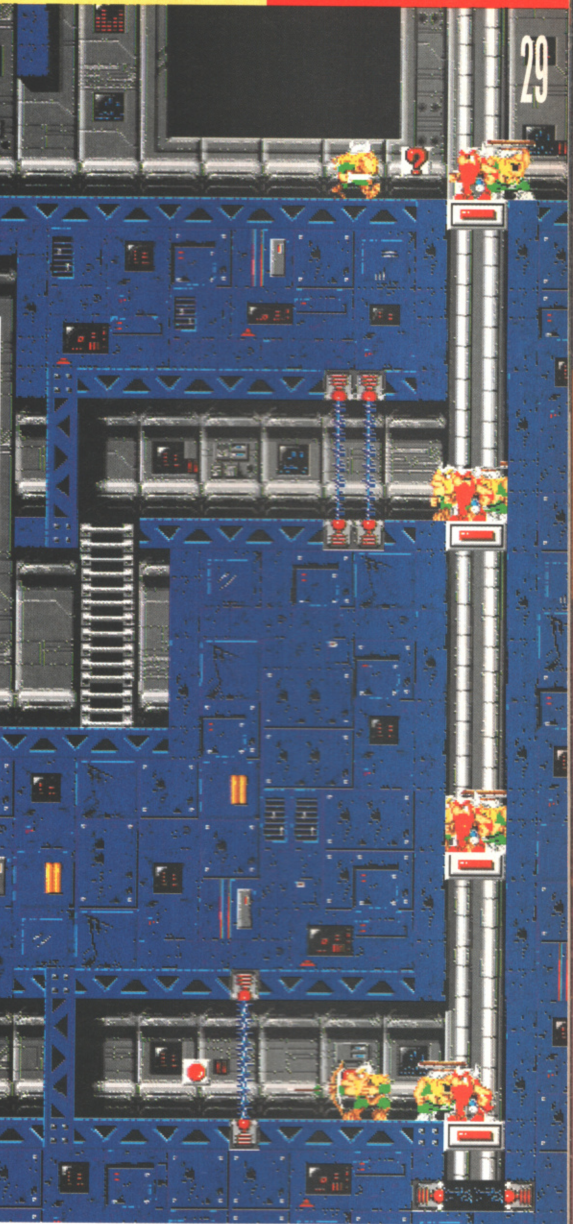
– three naughty Norsemen a long way from home.



Looks a bit like Noggin the Nog meets the Magic Roundabout. You younger readers won't have a clue what I'm talking about here.

In fact, I'm not too sure what I'm talking about most of the time.





This is what we in the publishing business call "One Mutha of a Link". It's from one of the early levels, which is designed to get you acquainted with the game. That red blob in the bottom-left corner is actually a friendly thing which offers useful advice.

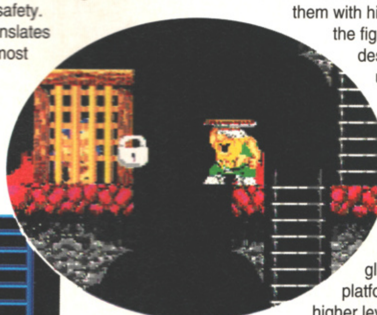
Ahem. Anyway, I'm here to review *The Lost Vikings.* It concerns the fate of three Vikings, Erik the Swift, Baleog the Fierce and Olaf the Stout. They've all had a great day at the hunt and are generally feeling good about themselves when they retire for the evening. However, that night a mysterious spaceship descends and kidnaps all three of them while they sleep. It's an evil alien zookeeper (like Dave) who wants specimens of Earth beings for his intergalactic zoo, and he's chosen these three lucky Viking guys as perfect examples of their species.

You start the game with the Vikings on board the space ship, all totally unaware of what's going on, where they are and what they can do about it. It's your task to then guide them through 37 levels and lead them to safety.

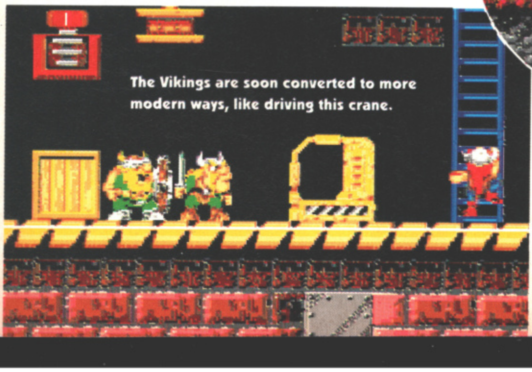
What this translates into is one of the most original games we've seen for a while here at the AP offices. You see, each character has certain skills peculiar to him and no other – Erik is speedy, can jump over gaps and also bash down certain walls by running at them with his head. Baleog is the fighter, capable of destroying monsters using either his sword or bow and arrow. And Olaf carries a shield which can deflect the attacks of baddies as well as act as a hang glider and handy platform to reach higher levels.

The game itself is a platform-puzzler. It's full of carefully worked-out conundrums which require thoughtful consideration of which particular character, or combination of characters, are required at each obstacle. You control one Viking at a time, which brings us to the control system, one of the few niggles I have about the game. There's quite a lot to actually access – each Viking has two moves, each can carry four objects which can be swapped between the others and used whenever suitable, and of course you have to decide which Viking you want to control. As you can no doubt guess, it's inevitable that the keyboard has to come into this somehow. Even if you control the characters using the joystick, you'll still spend most of your time on the keyboard, which led me to experiment a little to find the most comfortable way of working.

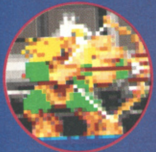
I must say that unless you're negotiating a particularly tricky set of jumps or extended arcade-y bit, playing the game entirely with the keyboard is probably the best option. The problem is that they're not the best laid out keyboard controls I've seen. Keys S, D and F control the Viking's abilities. Why? They don't seem at all natural. And to guide the →



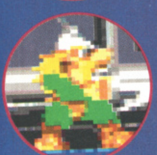
Another problem. Olaf puts his shield on his head. He's not too clever, see.



The Vikings are soon converted to more modern ways, like driving this crane.

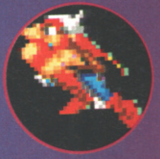


Baleog's bow and arrow is an essential weapon. Hide him behind Olaf to shield him.



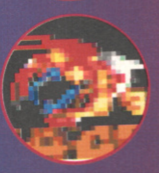
For close-up combat use the trusty sword. A swift chop or two should finish them off.

Falling through the air with your sword aloft is not so useful, but it's worth showing anyway.

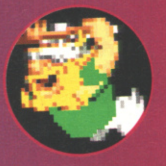


Erik's a real bounder, in fact the only one who can jump things. It's a very useful skill of course.

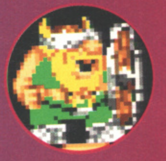
He's also very fast, and hence his Viking surname – Swift. His middle name is 'The'.



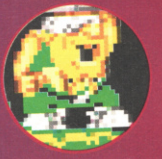
Erik can also break down walls and obstacles with his head as a battering ram.



Olaf appears to be incredibly stupid, but is no less useful for it. He can float with his shield.



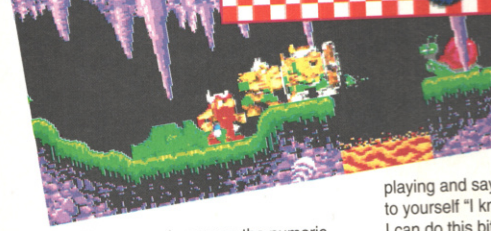
And of course shield things with it. All things considered, this is probably his most useful skill.



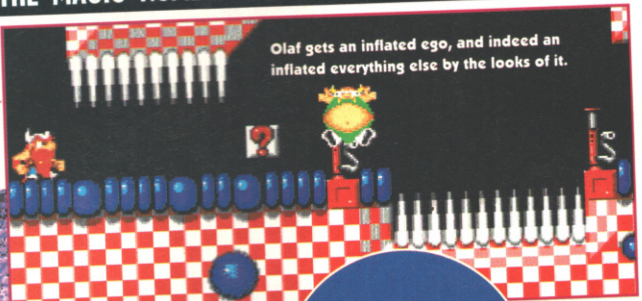
Oh, and he can put it on his head. Actually this is handy, because it lets him jump higher.

The Disorientated Vikings, or the Falling Vikings Who Aren't Sure Where They Are.

THREE – IT'S THE MAGIC NUMBER



A lava pit and another gob-spewing snail. It's not a typical day for the Vikings by any means, but hey, they're up to the challenge – are you?



Olaf gets an inflated ego, and indeed an inflated everything else by the looks of it.

Vikings around, you use the numeric keypad which, apart from being less obvious than the cursor keys, means that 600 owners are stuffed (they'll have to use the joystick/keyboard combination).

Having said all that, I must say that, despite its flaws, you soon get used to the controls and are so engrossed in the game that any shortcomings are forgotten. It really is a lot of fun, and wonderfully fresh in its approach. It's not a fast-moving game, because a lot of flitting about between characters and solving of puzzles is required. The learning curve is very near perfect though, which is what keeps you playing and saying to yourself "I know I can do this bit, I just know it".

We're talking serious addiction here. And charm too. The characters are delightfully funny and really do have well-defined, er, 'character'. They chat to each other while you're playing, have impromptu conversations with Thor the God of Thunder, and if you make too many unsuccessful attempts at a level they talk to you, making comments like "Come on player, we're bored of this level".

> "The characters are delightfully funny"

The game has infinite continues and a password system which means that you don't have to play the whole thing from the beginning every time, but even with these aids it's going to last you a long while. The later levels get incredibly tricky, and even when you've solved the puzzles there are still all the tricky platform manoeuvres to get right. There's a huge amount to play through here – the only way you'll get to the end at all 'quickly' is by spending an immense amount of time playing it, which is no bad thing at all.

Okay, so I'm fully into this game, and would recommend it highly, but there's one more niggle before I close. The graphics are very good, yes, but this is one of the times I missed a spot of parallax scrolling and more exciting backdrops, surely not difficult to do with a game of this pace. Without them everything tends to look a bit, well, black. It's not a major distraction, but I'm positive that a bit more effort from the authors could easily have integrated some lush backgrounds. Perhaps an enhanced 1200 version could redress the balance.

However, not wishing to end on a low note I'd like to wrap up by saying that *The Lost Vikings* is a real gem of a game which deserves your undivided attention. There's nothing flash or super-fast and exciting here, but for anyone who likes charming, original games with some depth to them, this is right up their street.

● ***TIM TUCKER***

△ **UPPERS** It's original, it's cute, it's addictive, it's funny, it's infuriating, it's enjoyable, it's just brilliant really. Big too, with 37 brain-crunching levels and lots of things to negotiate in those levels. It's also good to see a platform-based game with more depth than your average platformer. Astonishingly it manages to be consistently inventive, rather than just rehashing the same problems and baddies. Oh and I forgot to mention the baddies – they're SO weird and wonderful, with everything from gobbing snails to rolling blue trolls coming at you. Lovely.

▽ **DOWNERS** Not a completely satisfactory control system, but this is partly the fault of the Amiga for not being able to support multi-button joypads. The backgrounds could have been better. And that's about it for the downers.

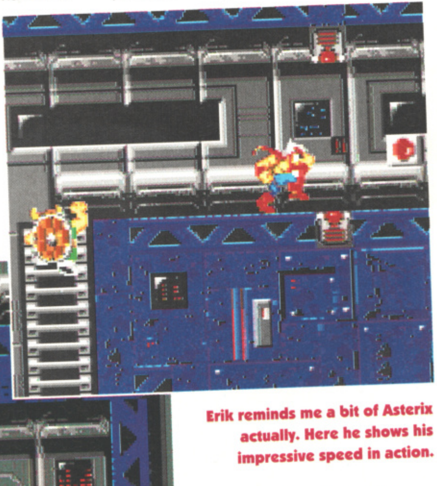
THE BOTTOM LINE

A must-have game for anyone looking for an injection of new life into their Amiga. I urge you to wallow deep in your pocket, fish out the thirty quid (wince) and indulge yourself in an orgy of great gaming. And while you're at it have a good sneer at SNES owners, who won't be getting it for another two months. The downers mentioned are the only thing keeping this off the 90% mark.

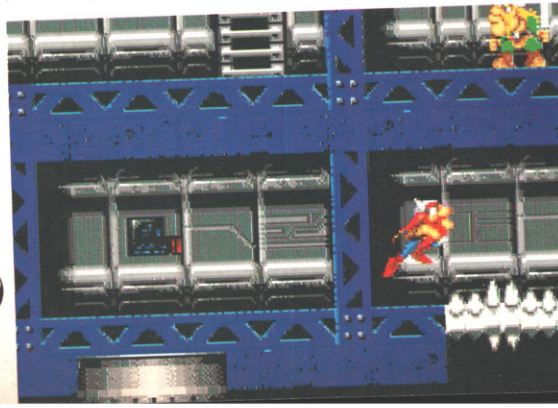
87 PERCENT

THE BOTTOM LINE

A1200 Works fine on the 1200, but with no enhancements or speed differences. An enhanced version would be very welcome.



Erik reminds me a bit of Asterix actually. Here he shows his impressive speed in action.



And here he does his best to avoid a churning metal spiked rod. As do I where necessary.

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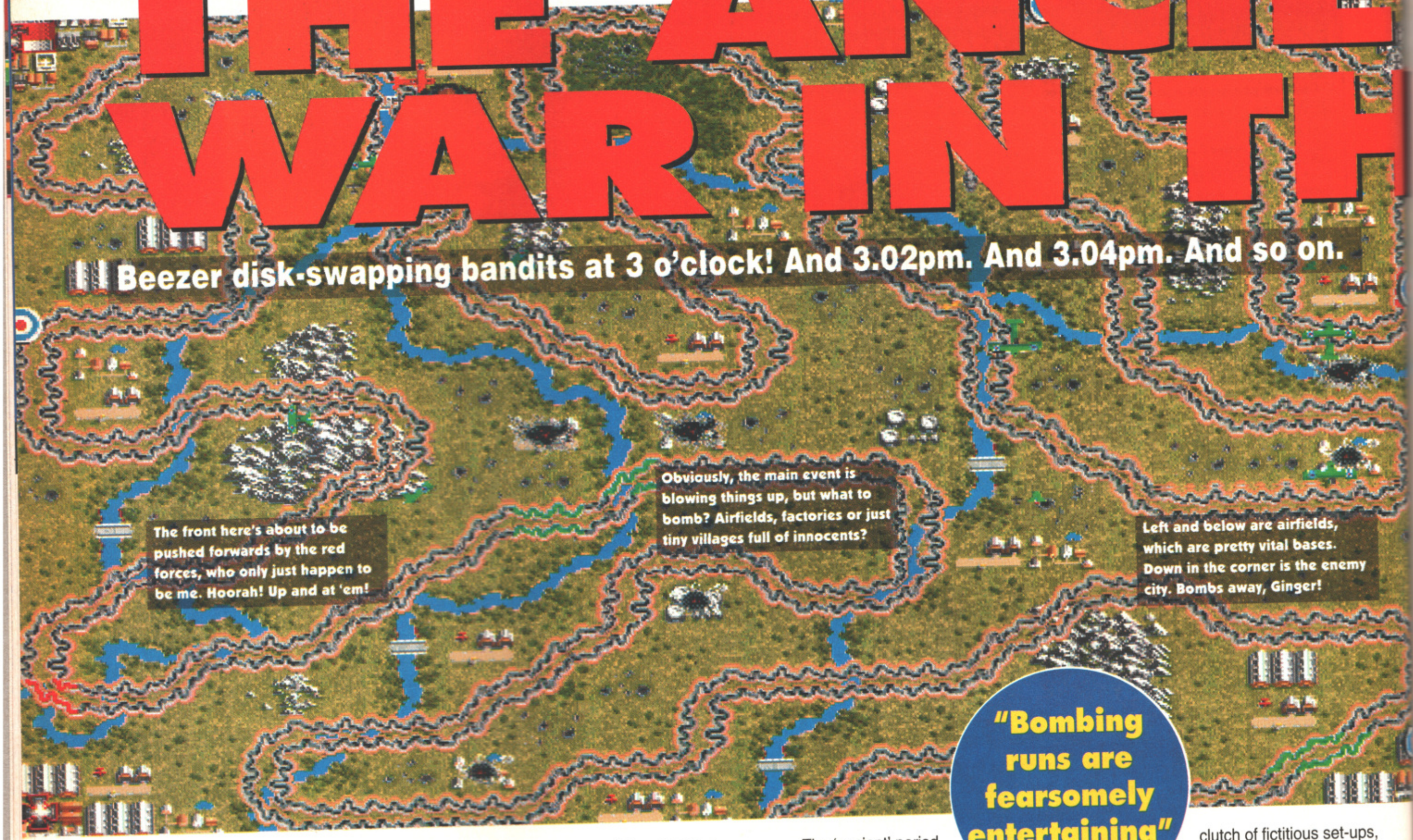


Beezer disk-swapping bandits at 3 o'clock! And 3.02pm. And 3.04pm. And so on.

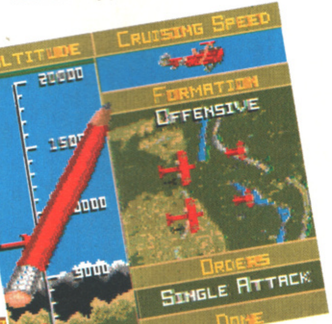
The front here's about to be pushed forwards by the red forces, who only just happen to be me. Hoorah! Up and at 'em!

Obviously, the main event is blowing things up, but what to bomb? Airfields, factories or just tiny villages full of innocents?

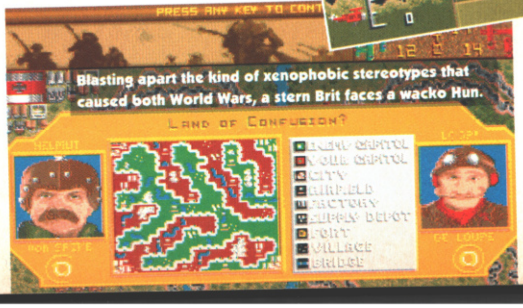
Left and below are airfields, which are pretty vital bases. Down in the corner is the enemy city. Bombs away, Ginger!

Game: The Ancient Art of War in the Skies
Publisher: Microprose
Authors: Dave, Barry and Dee Dee Murry and Joe Garguilo
Price: £34.99
Release: Out now

Ambiguous isn't a word that I'd usually start a review with, but I think the title of this one qualifies its use. 'Ambiguous'. There, I've said it. We're looking at a game that uses the word 'ancient' to describe war in the skies – doesn't that sound just a tad out of place? Did the ancient Goths and Visigoths travel to their pillaging of Rome in Lear jets, swapping humorous impaling stories while pretty Lufthansa air hostesses topped up their glasses from cute little ring-pull cans? Did Ghengis Khan conquer the Russian Steppes from a hot air balloon, sustained on his journey by a wickerwork hamper from Harrods full of ice-cold Chateau Brillon and salmon sandwiches with the crusts cut off? Or Hannibal, what about him? Did he cross the Alps in a microlite, warmly dressed in a Helly Hanson fibre pile jacket beneath a one-piece Goretex and Duralon spray suit? I think not, for if my (admittedly shallow) grasp of matters historical serves me correctly, manned flight is exclusively a 20th century pastime.



Using nothing more than an eraser-tipped HB pencil, you can dispatch your legions of airborne death merchants.



Blasting apart the kind of xenophobic stereotypes that caused both World Wars, a stern Brit faces a wacko Hun.

> "Bombing runs are fearsomely entertaining"

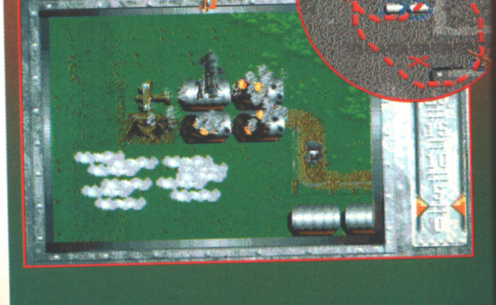
The 'ancient' period in history that the game refers to is World War 1 which, although a lot longer ago than, say, the last time I went to get my hair cut, isn't strictly ancient. The dictionary definition actually puts it thus – "Belonging or relating to times long past, especially before the downfall of the Western Roman Empire". I rest my case.

Still, WW1 was an interesting time for aerial warfare in that since planes had only just been invented, everyone was still working out just how to do it. In the game itself, there are twenty preset campaigns that are based on actual WW1 events, although under closer scrutiny, the programmers have hardly staked their reputation on historical accuracy. The Battle of Cambrai in November 1917, for example, marked the first use of large units of tanks in a battle, but the manual says that "The British have many bombers to represent their tanks." Hmm.

As well as these battles, there is a clutch of fictitious set-ups, some of which are small training levels, and some of which feature hugely complex front lines to tax more experienced players. If you're still not content with all these options, there's even a pretty nifty and comprehensive level design section, where you can change everything from the position of towns to the amount of bomb damage. Once you've produced your very own battlefields, you can save them to disk and keep them for a rainy day.

BOOM BANG-A-BANG

A good way of confusing the gunners is to fly a random course over their airfield. You'll probably get shot down of course, but who knows, you may hit something.



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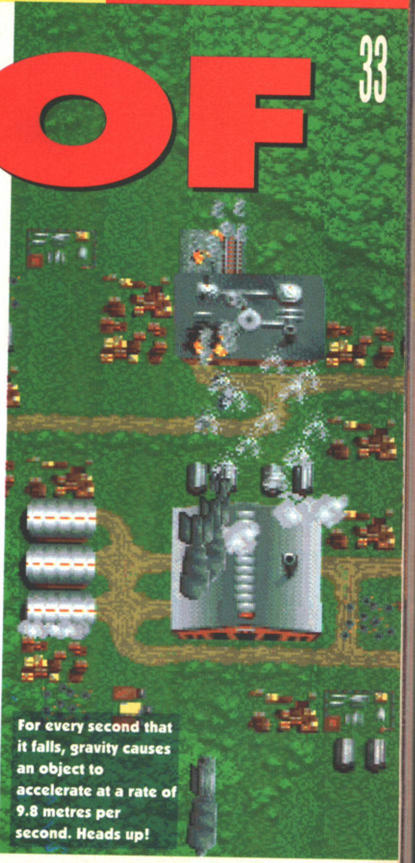


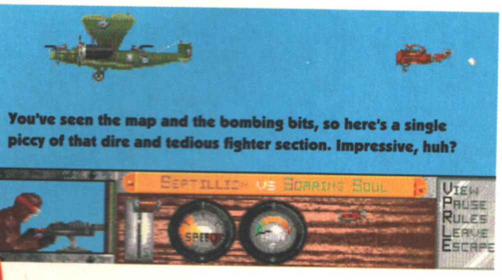
For every second that it falls, gravity causes an object to accelerate at a rate of 9.8 metres per second. Heads up!

Being based on The Great War, the front line is represented by two rows of trenches where the ground forces face each other across No-Man's land. The air war affects the land war, so if you bomb the hell out of forts, factories and depots behind enemy lines, you'll allow your forces to push forwards. The idea's to capture or destroy the enemy capital, so you either go for long-range bombing missions, or try and push the front up to the walls of the city. At all times throughout the game, the front line ebbs and flows around the map, which can be a real worry when it looks like the entire bang-shoot's going to go right across your airfield's landing strip. You can see which bit of the front is likely to change as bangs and flashes mark battles, and the line changes colour depending on which side's getting the upper hand in the scrap.

Your role as commander takes the form of organising missions to bomb targets, and intercepting enemy fighters which in turn are trying their hardest to intercept your bombers. The big decision is whether to send out bombers with fighter escorts, which is a safe option, or to keep the fighters on the ground and then scramble them to any threat, which is a more flexible but risky approach. To aid the ground forces, you can bomb the enemy's trenches, or blast fortified positions, or as a more general war effort you can destroy the factories and cities that supply replacement men and planes.

Once you've set everything going, you simply sit back and watch the proceedings. Then once the fighters and bombers reach their targets, you can 'drop in' on the action. The bombing runs are fearsomely entertaining, whereas the fighter bits definitely aren't.

We all thought that this young pilot has more than a passing resemblance to Carrie Fisher from Star Wars.



You've seen the map and the bombing bits, so here's a single piccy of that dire and tedious fighter section. Impressive, huh?

Let's go with the up-beat bit first. If you've decided to bomb a target instead of letting the computer work out the outcome, you're shown a reconnaissance photo which shows all the targets and positions of anti-aircraft guns. The idea's to overfly the targets without passing over the guns, and each bomb run is presented from a bomber's eye view. As you pass over something that looks important, you simply drop a suitable number of bombs on them. Providing you can steer without leaving the area, you can overfly each target as many times as you want, with the damage to both you and the target displayed in really lush detail. Of all the bits of the game, this is by far my favourite...

...while the aerial fight sequences are by far the worst bits. Although the graphics depict the turns, banks and climbs of the planes pretty well, these sections play like some sort of second-rate PD game, and simply aren't any fun at all. Thankfully, the way the game's designed, you can simply leave the dogfights to the computer, and get on with the worthier bits.

All this paints a fairly rosy picture of the game, but after an hour or two it isn't so much a case of how much fun it is to bomb things or whatever – what you really notice is the sheer amount of disk swapping that's involved. I mean, why couldn't all of the start-up options be on one disk, or the dogfight sections on the same one as the game disk? As it stands, any change in game mode or options results in a flurry of disk swapping, and although you can install it on a hard drive, how many people have one of those? And as a final insult, the game won't recognise a second disk drive, which is a real smack-in-the-gob insult to external drive owners everywhere, and an offence punishable by at least a 10% drop in the end mark. Software houses take note, then quake before the might of the AMIGA POWER reviewing policy. You have been warned.

● *MARK WINSTANLEY*

UPPERS Instantly accessible, and enough variation in settings to amuse and entertain you for yonks. The bombing sequences are great fun, being both playable and dead nice to look at.

DOWNERS Hideous disk swapping and accessing stalls the game to the point of stopping at times. Even on 'fast' mode, the action's just that little bit too slow, and you're left waiting for planes to complete missions. Oh, and the so-called 'fighter' sections are a complete waste of time.

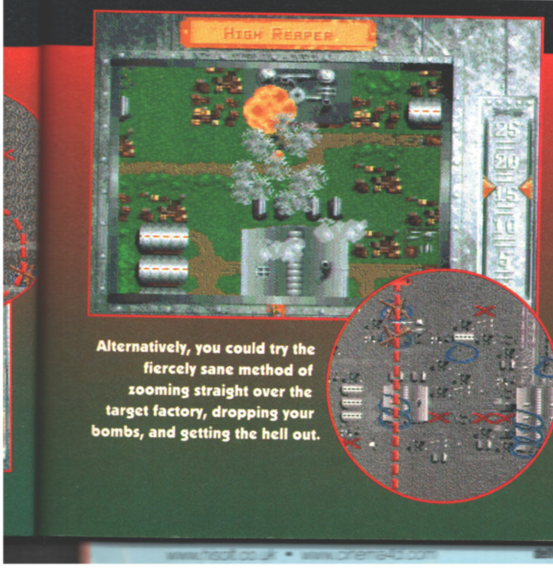
THE BOTTOM LINE

It's no classic, but it's an undeniably entertaining and challenging wargame, let down terribly by the amount of disk swapping involved. Hard drive owners will see the game as it's meant to be, but I've got serious reservations recommending this to the rest of you, simply because all the swapping really interferes with the gameplay.

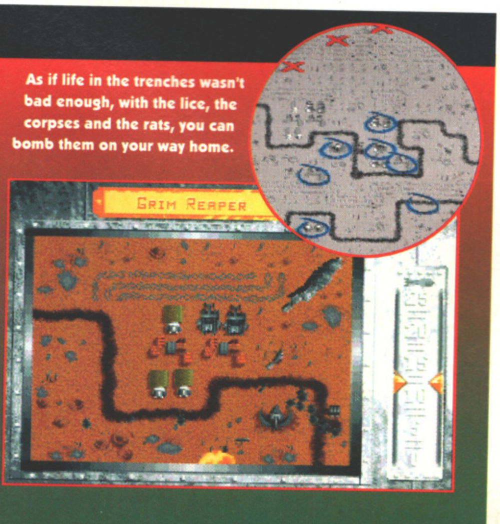
65 PERCENT

THE BOTTOM LINE

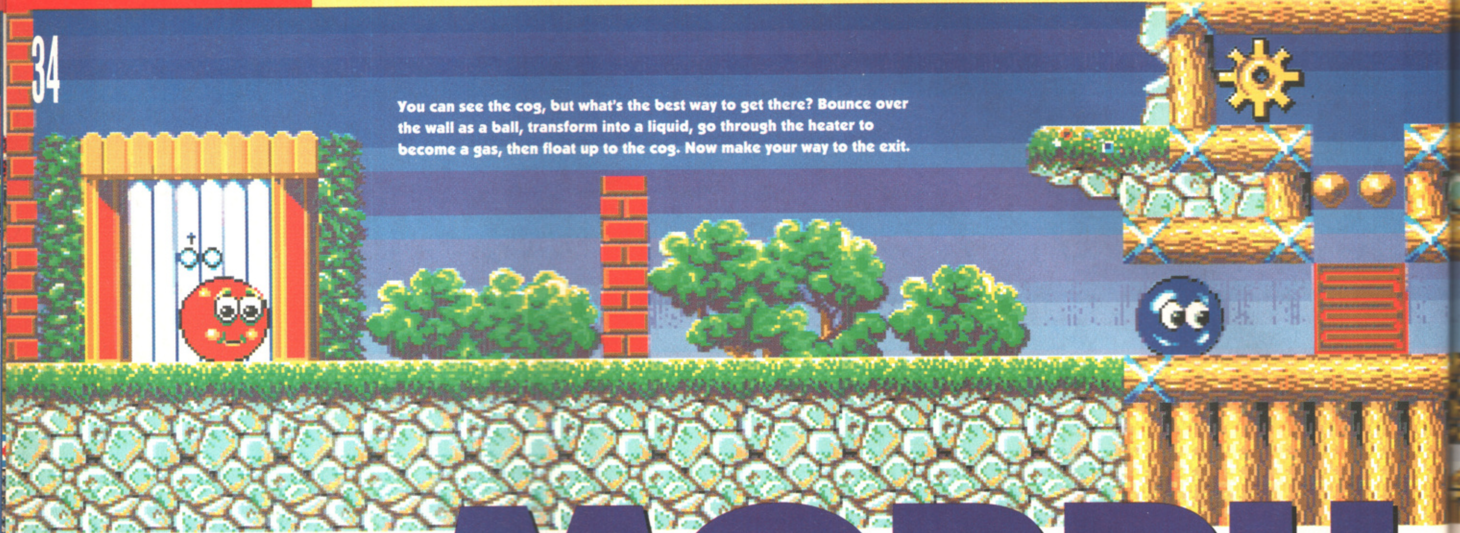
A1200 Maybe just a little bit faster – but that disk swapping's even more annoying since you've forked out an extra 200 quid to get hacked off.



Alternatively, you could try the fiercely sane method of zooming straight over the target factory, dropping your bombs, and getting the hell out.



As if life in the trenches wasn't bad enough, with the lice, the corpses and the rats, you can bomb them on your way home.



You can see the cog, but what's the best way to get there? Bounce over the wall as a ball, transform into a liquid, go through the heater to become a gas, then float up to the cog. Now make your way to the exit.

MORPH

Game: Morph
Publisher: Millennium
Author: Peter Johnson
Price: £25.99
Release: Out now

A new twist for platform puzzlers. Don't get into a state, now.

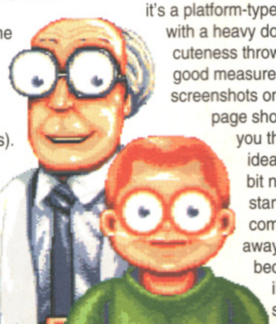
Originally known as *Metamorphosis,* this game has gone through a few changes of its own since its inception. Cast your mind back to issue 19, where on the coverdisk you'll find a demo of the game. Since then, Millennium have got hold of it and are releasing it under the new monicker of *Morph* – they obviously thought it was a bit more snappy, and I'm inclined to agree.

Anyway, the gameplay's the same, so if you have an old issue 19 coverdisk around, load it up now and you can indulge yourself in a sort of multi-media-type-review-experience in which you can look at, listen to, play and read about the game – all at the same time. If you haven't got that edition, you can order it from our back issues section on page 96 (I think I may have flogged a few copies here, guys).

Morphing's also a bit of a 90s buzz-word in computer graphics circles. Ever since those fantastic effects in Terminator 2 where the evil liquid metal Terminator transforms effortlessly between himself, a tiled floor, a blob with anvils as hands and a miniature penguin (one of these might be wrong), morphing has been in vogue. And now you can't turn on the TV without seeing an advert where a car turns into a horse or a tiger or something.

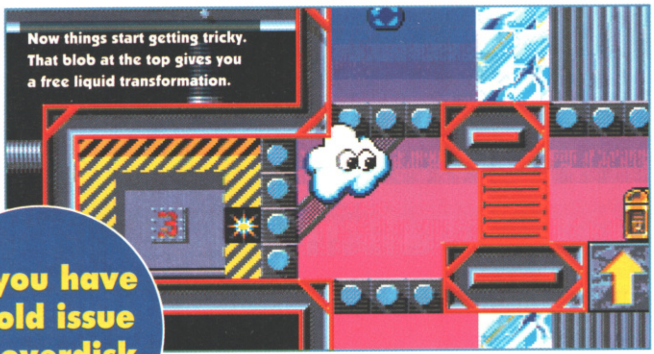
Well, *Morph* isn't really like that at all. For those of you without the benefit of the multi-media review extravaganza described above, it's a platform-type puzzler with a heavy dose of cuteness thrown in for good measure. The screenshots on this page should give you the general idea. Although it's a bit naughty of me to start making comparisons straight away, I'm going to because it can illuminate the subject – *Bill's Tomato Game* springs to mind immediately, both in looks and gameplay, and there are elements of *Putty* in there too. Okay, so that's what it's similar to – let's see what makes it different.

The justification (ie, the plot) behind the whole game is that some kid has got involved in an experiment with a teleport machine. This isn't a particularly smart move, since the teleport machine in question has only recently been invented by his friend Dr Krankenpot. I mean, has he never seen The Fly? Fortunately (or not, depending on your outlook) the young man's fate doesn't involve climbing up walls and vomiting over doughnuts. No, he's condemned to a life in limbo, which he inhabits in some sort of nebulous form, with only the ability to pull his molecules together and change shape to his credit.



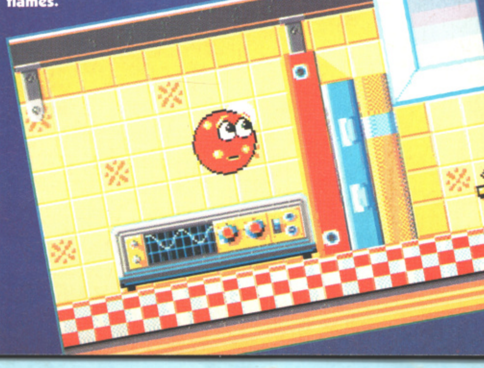
When Joe 90 grew old, he fashioned an identical son.

> "If you have an old issue 19 coverdisk, load it up"

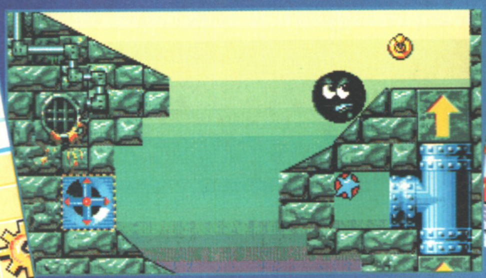


Now things start getting tricky. That blob at the top gives you a free liquid transformation.

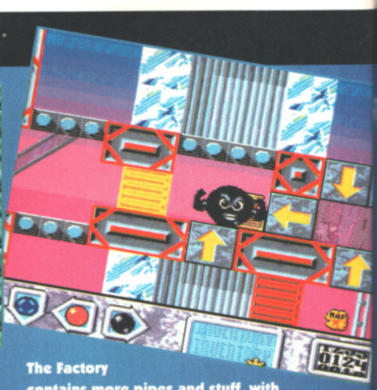
THESE BIG AREAS I'VE FOUND



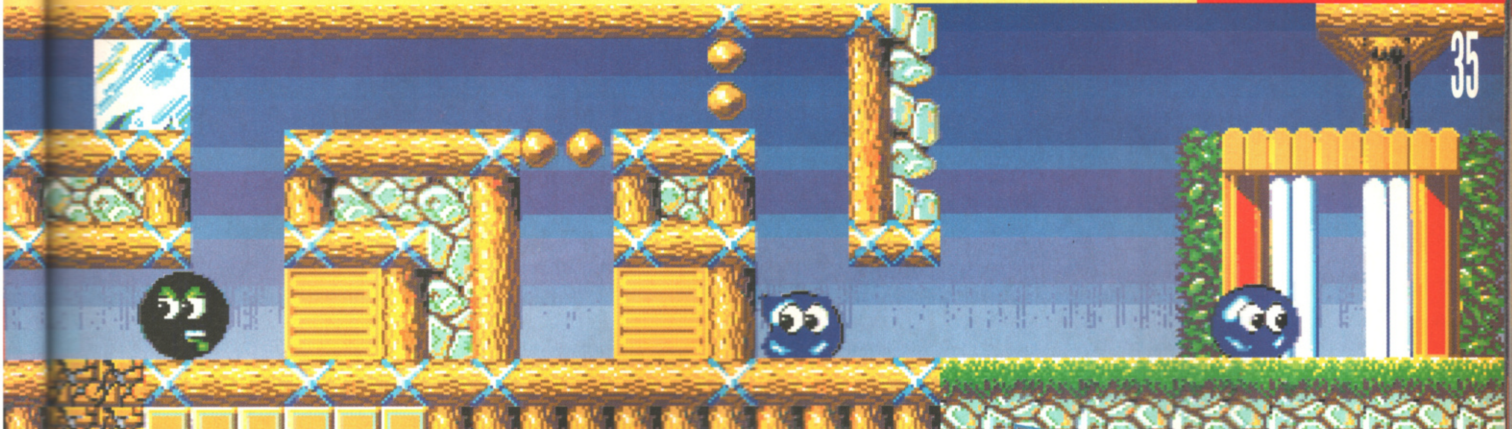
The Laboratories contain lots of bunsen burners, free-flowing chemicals and naked flames.



The Sewers – dark subterranean slime-filled pipes, mainly. This area contains the toughest levels in the game, with lots of switches and pipes to negotiate.



The Factory contains more pipes and stuff, with steel doors too. A map makes it easier.

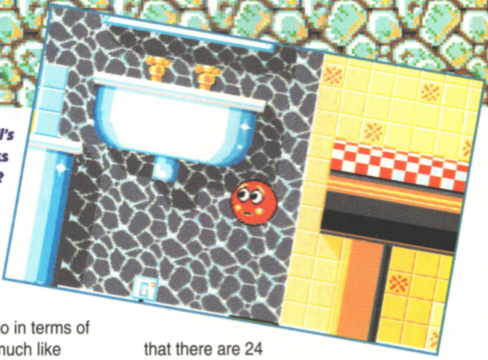


Which is not too bad really – I mean, can you do that?

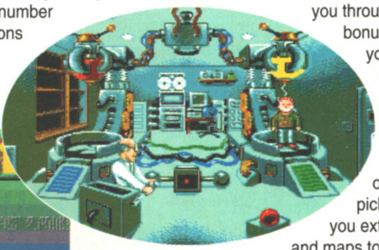
Anyway, at the same time that this kid (his name's Morph, coincidentally) went through his alarming transformation, the machine which caused the misfortune was struck by lightning (it's not really this guy's day, all in all) and its components became scattered all over the countryside. You have to guide Morph through various levels, picking up the components of the machine and returning them to the professor so that he can re-build it and get the youngster back to normal.

The game is split into four areas – the Gardens, the Factory, the Sewers and the Laboratories. Each area has six levels, and on each level there is a cog for you to find, representing part of the machine. You have to negotiate through the level, find the cog and then head for the exit. You can go to any of the areas at any time, but you have to complete each level before you can move onto the next one. This works well in practice, because if you find you're stuck on one of the levels in the Garden, say, you can have a crack at one of the other areas instead.

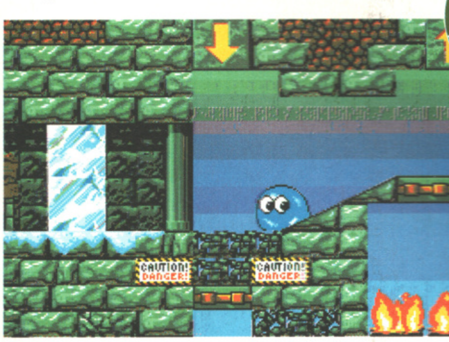
It's good that this facility is provided, 'cos getting through the levels is far from simple – there are all sorts of obstacles in your path. With your newly acquired morphing skills you can change states between a Gas, a Liquid, a Flexible Ball and a Solid, and you have to choose which state to change into to get past the obstacles. However, you only have a limited number of transformations that you can make during a level so it's important that you don't waste them. And, as if that didn't make things tough enough, there's a time limit too.



It's not much like *Bill's Tomato Game*, but he looks similar, don't you think?



The scene of the accident. Kids will play around, eh?



Despite an aversion to fire, the liquid can extinguish it.

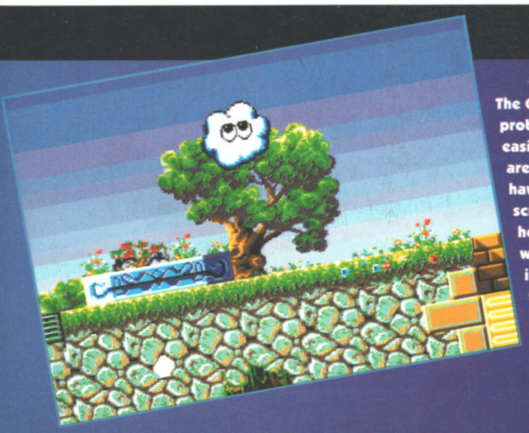
What this translates to in terms of gameplay is a procedure much like *Lemmings* and *Bill's Tomato Game* (uh oh – those comparisons again) in that you keep using a trial-and-error approach to each level and eventually work out the correct order of transformations to get you through. With the added bonus that if you're stuck you can tackle a level in a different area. Er, like *Lemmings 2*.

Fortunately there are further features to help you on your way. You can pick up stars which give you extra transformations and maps to view the levels with, and there are also Heaters and Freezers dotted around the levels. These give you a free transformation – for instance, going through a Heater as a Liquid will change you into a Gas without using up any of your permitted number of morphs. This can work against you, of course, and in the tougher levels they are neatly integrated into the puzzle process, so you have to work out the correct state for going through a Heater/Freezer to ensure you come out the other end in the right state for moving on.

Naturally enough, there are plenty of other dangers as well. Fans will suck you up if you're in the Gas state, prickly thorns pop the Flexible Ball, water dissipates the Liquid – it's a jungle out there. This involves a fair bit of platform-type joystick proficiency, and this really enhances the gameplay. Whereas in *Lemmings* the difficult mouse manoeuvres are, frankly, something of an irritation, *Morph* succeeds in being an enjoyable blend of arcade action and puzzling skills.

The only thing that remains to discuss is lastability. Maths fanatics (if there are such things) will have worked out that there are 24 levels in all. I finished nine of them in a day, but from there on they start getting really nasty – though, luckily, the difficulty curve seems perfectly designed to get you thinking the right way to solve the later, trickier puzzles. I'd say it's going to last you a good while, and you could even go back to it when you've finished and try to get the bonus points you missed before. Yep, a general thumbs up all round.

● **TIM TUCKER**



The Gardens is probably the easiest of all the areas, but it'll still have you scratching your head for a while. Hazards include water thorns, and blowy fans.

UPPERS The biggest upper is the well-designed puzzles, nicely integrated into arcade platform gameplay. It's got that most important of game attributes – addictiveness.

DOWNERS Puzzle games can be frustrating, and this is no exception. But hey, you want a challenge in your games – don't you?

THE BOTTOM LINE

Great fun. A highly recommended platform puzzler that will appeal to *Lemmings/Bill's Tomato Game* fans (that's the last comparison). And it's darned cute too.

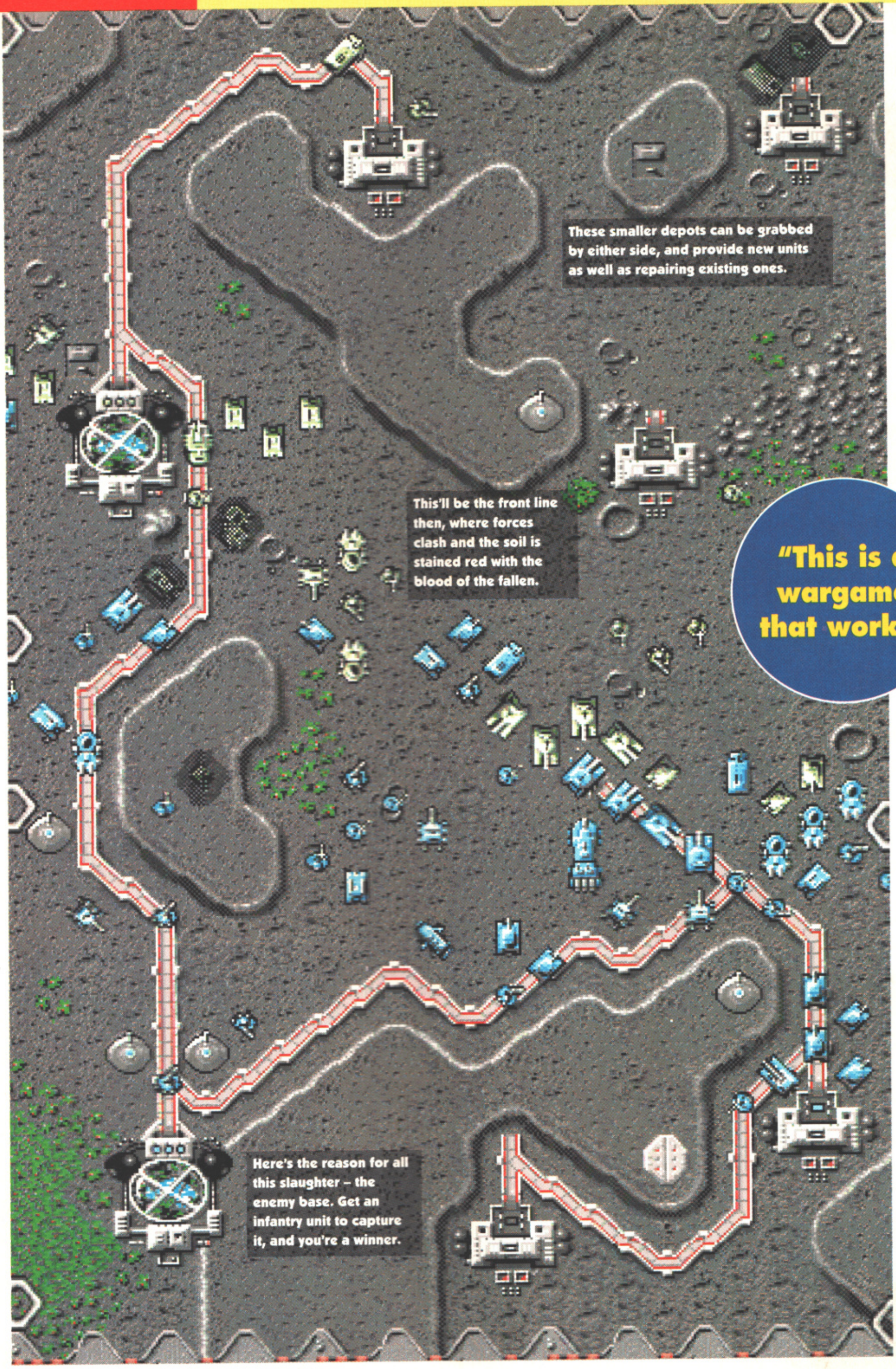
86 PERCENT

THE BOTTOM LINE

A1200 Despite being told by Millennium that *Morph* doesn't run on the 1200, I found that it does – with no enhancements. However, they are promising an enhanced 1200 version in September, so 1200 owners may want to wait until then.

In the world of high-tech wargames, no man is an island. But some moons are.

BATTLE IS



These smaller depots can be grabbed by either side, and provide new units as well as repairing existing ones.

This'll be the front line then, where forces clash and the soil is stained red with the blood of the fallen.

Here's the reason for all this slaughter – the enemy base. Get an infantry unit to capture it, and you're a winner.

Game: Battle Isle '93
Publisher: Blue Byte
Authors: In house
Price: £25.95
Release: Mid June

War may be hell, but warfare, it has to be admitted, is a pretty cool recreational activity. Don't believe me? Let's compare it to some other popular pastimes. The Rubik Cube, for example, took the world by storm in 1982, so much so that you couldn't walk down a street or tune into any TV channel without some annoying precocious kid proving that they could do it in under 13 seconds. That year also had Beirut as a bit of a biggie news-wise, with the Israeli army moving in as things rapidly went downhill. The point is this – where are the Hungarian Professor's plastic cubes now, hey? Gathering dust under so many million beds, that's where.

But what about that ill-fated city in the Med? It's still getting shot up by various incomprehensible factions and militias.

> "This is a wargame that works"

Yeah, fads come and go, but war is here to stay. The reason? Sadly, there's a lot of people in the world who seem to like it. A journo once asked wounded war photographer Tim Page why he photographed the troops in Vietnam in a glamorous way, and he replied something along the lines of "Are you kidding? How can you take the glamour out of a tank or a helicopter gunship? They're the most glamorous things you're ever going to see."

Forget hula-hoops, pogo sticks and skateboards – killing people is a craze that's captured mankind's imagination for the last several thousand years, and will undoubtedly continue to do so. Which raises the obvious question – why are computer wargames generally so crap? I mean, you take an activity with the complexities of chess, the excitement of Hollywood's Golden Age and where the stakes are, quite literally life or death, and then reduce it to a load of squiggly lines on a map accompanied with a Yellow-Pages-sized manual. As a wargame fan myself, it's a bit of a downer not only that people laugh at the genre, but also that in most cases the derision is entirely deserved.

Not so this time though, as for the last few days I've been going into sulks every time my 'boys' go into the meat grinder, and even gone so far as ordering the summary execution of Tim after he mistakenly put sugar in my tea. Three days on from the first time I called in an air strike on an enemy bunker line, I'm still furiously playing it. In fact, I'm actually playing it now. That's the good thing about wargames – they wait for you.

FAV 28 BUSTER

Scout units are fast, mean and can even fire artillery, so use them wisely.

For greater mobility, load up your infantry into these natty transporters.

Air mobility – the keywords in current American strategic planning.

HG-138 ANGEL

Heads up! Watch the baddies scream 'Incoming!' and then take cover.

Anti-aircraft units are essential to protect other stuff from aerial attack.

Rock hard infantry units get to strut around in their mechanised suits.

The mobile fortress kicks mondo butt, blasting everything in its path.

I've even managed to avoid using the obvious 'Tanks for the memory' gag.

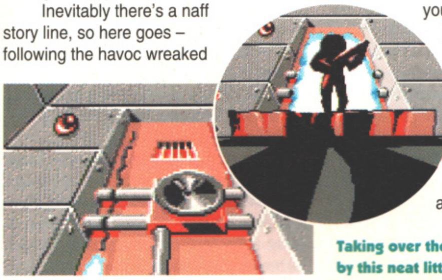
T-88 SCORPION

YOU AND WHOSE ARMY?

Blue Byte are pretty proud of *Battle Isle '93*. For all those long-term Amiga fans out there, this is a souped-up, turbo-charged version of the original *Battle Isle*, and isn't *Battle Isle 2*, which is due out in a year or so. "Oh No!" cry you (the Kids), "It all sounds a bit like a data disk type of affair, with different maps and all that stuff, and at top notch prices too!" – and, in a way, you'd be right. This has the same game engine and many of the same features as the original, but then again, so does *History Line 1914-1918*. Blue Byte have gone for the 'If it ain't broke, then don't fix it' approach, and used their great game mechanics slotted into a new setting. Hooray for them.

Inevitably there's a naff story line, so here goes – following the havoc wreaked on their home planet Chromos during the original *Battle Isle* scraps, the battling powers of the Drullic nation and the robotic Skynet Titan forces have moved onto one of the planet's moons. The reason for this constant conflict (other than to provide us with entertainment) is to collect the essential mineral Aldinium. The reason for collecting Aldinium is to build more weapons so that the war continues. Sounds mad? That's because it is mad, but then again what could be more insane than brother killing brother? And while we're on this anti-war thing, exactly how many roads must a man walk down, before you can call him a man?

Dumb story huh? However, it gives you loads of opportunity to lock horns with the bad guys across lava-filled valleys and grey, pumice-laden plateaux and lots of other lunary type landscapes. Across this scarred wasteland you can wage 25 battles against the computer and nine separate scenarios against a friend. You can win in two separate ways, the first and most realistic being the capture of your enemy's base, while the other, more videogamey way is the total annihilation of the opposing forces. Infantry units are the only units that can enter enemy buildings, but they're pretty feeble, so you've got to protect them with armoured units and air cover.



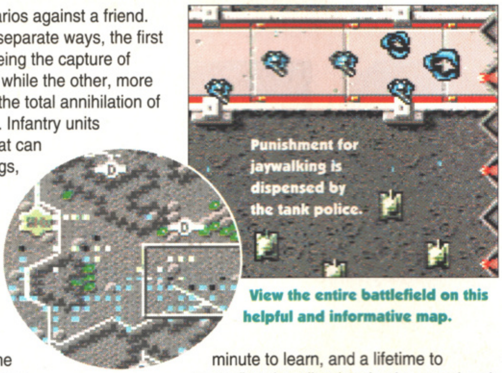
Taking over the small bases is rewarded by this neat little animated sequence.

The control system's just wonderful, with all the options you need being provided by simple joystick commands. Your actions are divided into a move phase followed by an attacking phase, and you're left in no doubt as to what you can and can't do. When you select the move option, all the possible positions you can place the unit are highlighted and, similarly, all available targets are pointed out. This method of splitting the action up is a bit confusing at first, as there's a chance that you'll tell a unit to move, but then it'll be destroyed in the combat round before it reaches its destination. If you think of the command phases as being like giving orders to the troops, and the action phases like the war being fought, then it all makes a lot more sense. Honest.

Tactics, tactics, tactics – that's what's this is all about. If you try and be all heroic and solitary, you'll be trashed in a very short time, so you've got to co-ordinate your units. An infantry attack needs to be protected by ground attack planes, which in turn need to be protected by fighters. On the ground you need tanks and artillery to pack some punch, and also mobile anti-aircraft batteries. Needless to say, this ideal situation rarely occurs, so you've got to rely on a fair bit of luck, and the hope that your enemy's going to mess up in some horrible way. Just like the real thing.

This is a wargame that works, it's as simple as that. No need for thick manuals or tricky sub-sections. There's really no need for dumb story lines, although that doesn't seem to stopped them. I'm reduced to hideous cliches like "it'll take a minute to learn, and a lifetime to master" to describe the simple appeal and the hugely complex gameplay. All I can say is that this is one of the few games I'll be adding to my personal collection.

● ***MARK WINSTANLEY***

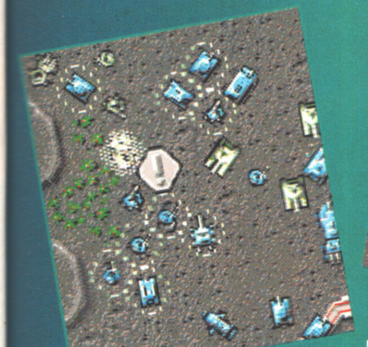


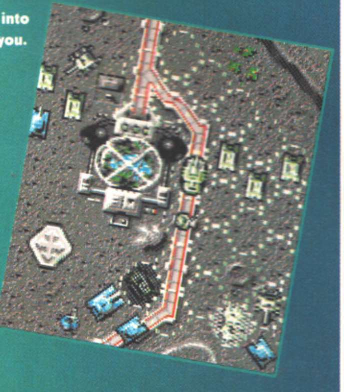
Punishment for jaywalking is dispensed by the tank police.

View the entire battlefield on this helpful and informative map.

LOVE IS... A BATTLEFIELD

Movement options take terrain and roads into account and are handily mapped out for you.





Here we see a target-rich environment with plenty of scope for wasting a varied selection of enemy units.

▲ **UPPERS** The superbly simple control system lets you concentrate on your tactics. The graphics are well defined, enabling you to recognise units instantly, and the two-player mode cracks along at a great pace.

▼ **DOWNERS** It's not that different from *Battle Isle*, so you'd have to be a total fan to fork out another 25 quid if you've got the original. Also, in one-player mode, there's quite a lot of sitting around while the computer is thinking, especially in the more complex levels.

THE BOTTOM LINE

Wargamers rejoice! *Battle Isle '93* is the game you can show to your cynical friends to convince them that there's more to life than shallow arcade games. Okay, so there's no such thing as a quick game (about an hour's the minimum) but so what? Get a grudge match going against a friend, and those long, empty evenings are going to just fly by.

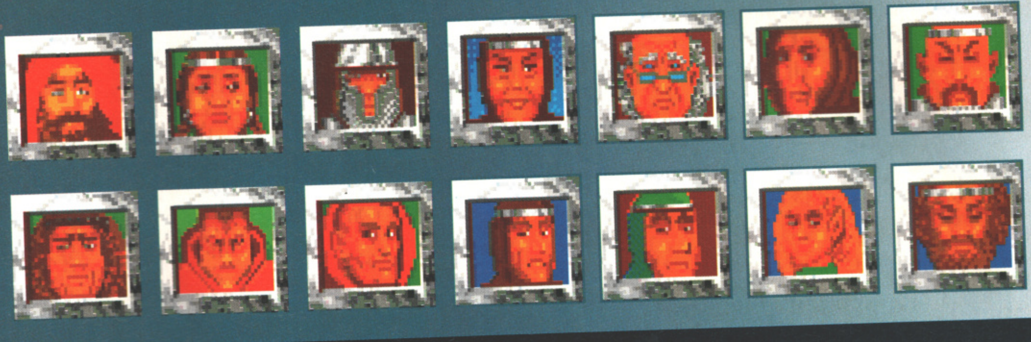
86 PERCENT

THE BOTTOM LINE

A1200 Well, it runs a teensy bit faster on the A1200 but you'd need a stopwatch to spot the difference. The gameplay's exactly the same.

SLE '93

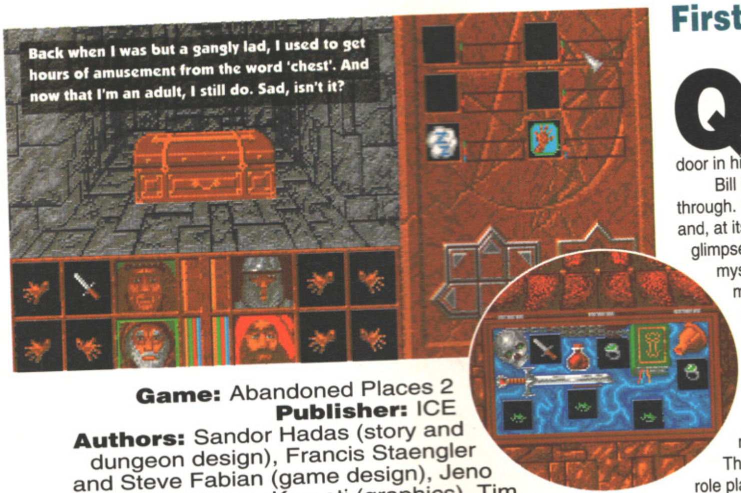
This game may be the epitome of absolute normalness, but hey – you've got thirty-two characters to choose from. There's men and women, young and old, warriors and wizards, and each and every one are linked by one fact. They've all got seriously dumb names.



LOOK INTO THE FACE OF FEAR

ABANDONE

First there were *Abandoned Places,*



Back when I was but a gangly lad, I used to get hours of amusement from the word 'chest'. And now that I'm an adult, I still do. Sad, isn't it?

Game: Abandoned Places 2
Publisher: ICE
Authors: Sandor Hadas (story and dungeon design), Francis Staengler and Steve Fabian (game design), Jeno Klimits and Istvan Karpati (graphics), Tim Bartlett (music and FX)
Price: £34.99
Release: Out now

Quietly, carefully, Bill opened the door. It was a door he'd never seen before and that was strange. It was, you see, a door in his own dining room.

Bill inched the door open and peered through. He saw a long stone passageway and, at its end, almost out of sight, glimpses of a broad green plain and a mysterious castle. It was a world of mystery and magic, of fantasy and adventure. Tentatively, Bill took that all-important first step – the step that would take him beyond the humdrum tedium of his own life and into the excitement of a new and alien life beyond the mysterious door...

That's why we play these role playing games, isn't it? We want, for a few hours at least, to escape from the ordinariness of our lives. We expect the games to last for ages, to be full of excitement and action, to tax us with tricky puzzles, to allow us to pretend to be magicians and warriors for a bit.

What we also expect is to be led into the game by our sweaty little hands and be given a little while to get our bearings. We'd quite like some idea of what's going on and of what we're supposed to do.

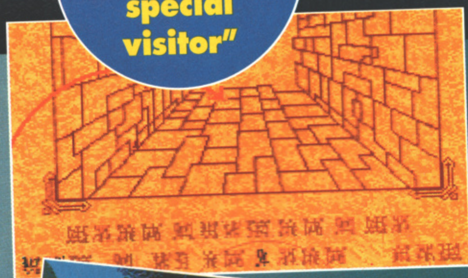
Abandoned Places 2 tries quite hard to meet our expectations. There's a map of the first level included in the instructions and there's a fairly comprehensive run-down of the spells and stuff in the game (although I didn't work out how my magicians would get more spells – maybe they can buy them later).

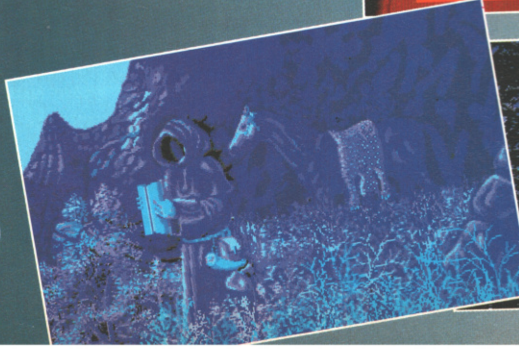
Ah, but then it stops being helpful. Little else is explained and you fumble about quite a lot. And you die quite often.

"The unsuccessful receives a special visitor"

IN THE BEGINNING...

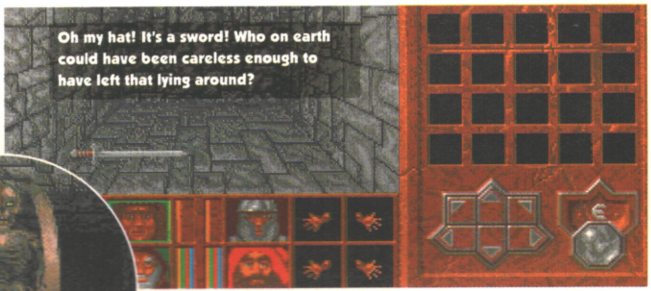
A long long time ago, in a galaxy far, far away... oh no, hold on, that's something else. Umm, this is the intro sequence everybody, where no-faced men hold books above their heads and, and, er other things happen.





ED PLACES 2

and now there are some more. Of them.



Oh my hat! It's a sword! Who on earth could have been careless enough to have left that lying around?

When you start playing these things you expect to be killed quite frequently. No problem. When you write one of these things you expect to kill your players quite frequently at the beginning too and you make it easy for them to re-start. But not in *Abandoned Places 2,* apparently.

The box proudly announces that "the unsuccessful receive a special visitor". (It proudly announces this underneath a picture of the special visitor which rather spoils the impact of the special visitation when it comes.) The special visitor isn't in any way optional and requires a disk swap and a 30 second wait before he makes his rather tedious appearance.

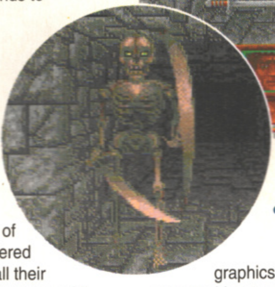
You see, you begin the game by creating your adventuring party and, when you're killed, you can't just use them again – you have to start from scratch. You can, of course, use the default settings for your party, but since you can change them, there must be some point to it, mustn't there? So getting killed means quite a bit of faffing about before you can get around to starting again.

You only have to do this a couple of times before you decide that saving the game at the very beginning might be a jolly good idea. And it would be. It would be an exceptionally good idea if only restoring saved games didn't take so damned long. I eventually got so fed up with it that I was overcome by trainspotteriness and timed the wretched thing. If you're clued-up and swap disks as soon as you're asked, it takes a total of seven disk swaps and a delay of 2 minutes 45 seconds to able to play again.

Then there was the copy protection. The manual explains it carefully, but you read manuals before you play so you forget what they told you. Every once in a while the game asks you to enter a code from the manual. You can't use any of your magic until you've entered this and I cursed ICE and all their descendants in perpetuity because of it.

The game doesn't freeze and ask you for the code – it keeps playing. It doesn't care if you're in the middle of a fight – if you're not ready with the code you're dead. Tough luck, matey.

I wasn't impressed.



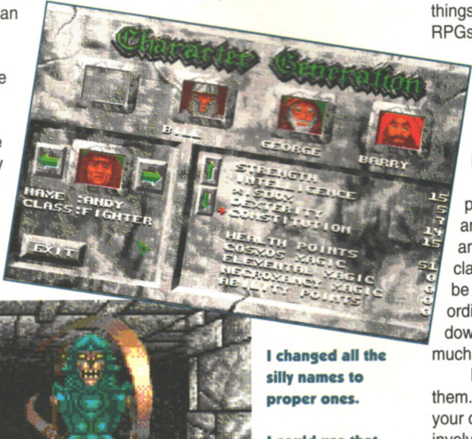
There's a gag here about diets, if only I could remember it.

Which is a shame. The graphics are well executed. The mouse-driven control system is as intuitive as these things ever get. The spells are easy to use. Combat is simple. The whole thing is pretty smooth and, once it's running, jogs along at quite a respectable pace. The actual playing window is fairly sizable and most of the things that make you feel good about RPGs are in there. I was disappointed by the lack of auto-mapping, I thought we were going to be able to take that for granted by now, but apparently not. That's definitely something RPG designers should be including as standard.

The whole thing, in fact, has the potential to be pretty good. It's not by any means the most original idea for an adventure but it's good looking and claims to be huge. By rights it ought to be a fun game. Somehow, though, the ordinariness of it all is a bit of a let-down. There really isn't anything very much to get you going.

In the end, RPGs are what you make them. You have to put in a bit of work of your own to suspend your disbelief and involve yourself in the game world. But the designers have to help you. They have to write a world that you want to get involved in and when you're continually exposed to the mechanics of the disk-swapping you're brought back into the real world with a bump. Admittedly it's hard-drive-installable but there are only four disks so it shouldn't, if it were constructed properly, be difficult to play it from floppies. I wanted to like *Abandoned Places 2*, but in the end I thought it wasn't much more than average and it left me a little disappointed.

● *TIM NORRIS*



NAME :ANDY
CLASS:FIGHTER

STRENGTH 15
INTELLIGENCE 5
WISDOM 7
DEXTERITY 14
CONSTITUTION 15
HEALTH POINTS 51
COSMOS MAGIC
ELEMENTAL MAGIC
NECROMANCY MAGIC
ABILITY POINTS

I changed all the silly names to proper ones.

I could use that diet gag again if I'd bothered to think of it the first time.

▲ **UPPERS** It's big. It looks good. It's easy to control.

▼ **DOWNERS** It's not very original. It's not very exciting. It takes ages to restore saved games.

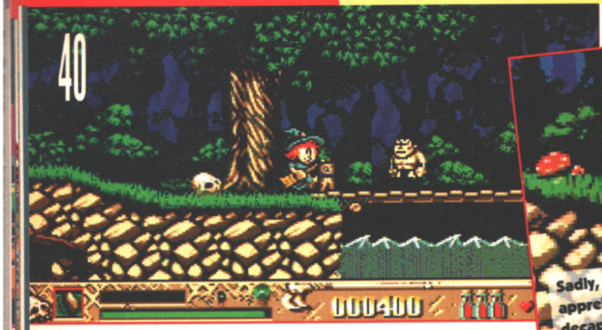
THE BOTTOM LINE

There are enough stats and stuff to satisfy the average RPG fan, but the average RPG fan will have played this sort of thing to death already. It's not a bad program as such, but it's certainly not at the cutting edge of RPG technology.

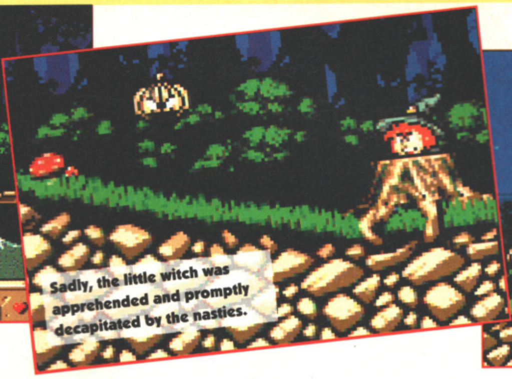
58 PERCENT

THE BOTTOM LINE

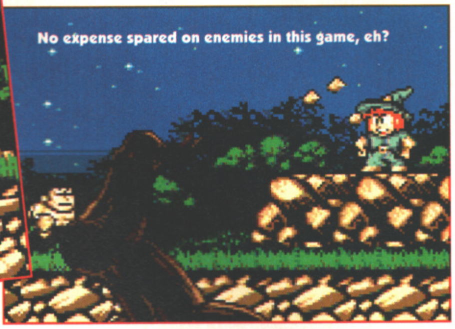
A1200 Still lots of disk swapping to be done. Which is hardly the sort of enhancement you'd hope for.



You join us at a particularly exciting moment, as we meet the game's first baddie, about three days in.



Sadly, the little witch was apprehended and promptly decapitated by the nasties.



No expense spared on enemies in this game, eh?

SUPER CA

From the Titus kitchen – it's hubbling, it's bubbling, and it's really quite troubling.

Game: Super Cauldron
Publisher: Titus
Author: David Peres
Price: £25.99
Release: Out now

When you've been doing this job for as long as I have, you begin to appreciate the little shortcuts, the things that make life just a little bit simpler. Things, in fact, like the *Super Cauldron* instruction manual. Most particularly, things like the bit headed 'AMIGA CONTROLS', where it states quite happily that you can choose between the 12 spells available to your character in the game by using the keys F1-F12. Anybody spotted the deliberate mistake yet? Mmm. There's a special prize for the first reader to find the F11 and F12 keys on their Amiga.

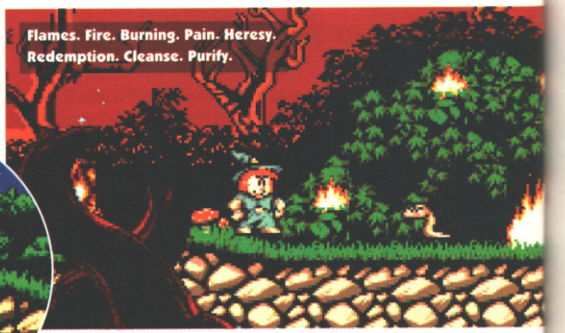
Now this might seem like nitpicking (since a phone call to Titus or a particularly close manual inspection reveals that you can access the spells via a bit of fiddling around with a menu screen and the cursor keys. Well, it says 'cursor keys' in the manual, although it actually means 'joystick'), but when you see this kind of thing in a manual, you just know that you're not going to be looking at a state-of-the-art, we-put-25-hours-a-day-into-this-one kind of game. What you're likely to be looking at, in fact, is a sloppily put-together slapdash cash-in rush job.

And what *Super Cauldron* is rather belatedly attempting to cash in on is, or rather are, a couple of old 8-bit games, called (none too surprisingly) *Cauldron* and *Cauldron 2*. The first was a strikingly pretty shoot-'em-up/platformer hybrid, and the sequel was a straight platform effort, but with a weird bouncing control system that gave the game a unique feel. Both were hugely popular on the Speccy and C64, and rightly so, for both were gorgeously executed and fairly original in concept and style. The more naive and optimistic readers among you, then, might be hoping that this Amiga release would continue the tradition, but making use of the obviously superior hardware quality to produce a stunning-looking variation on the existing well-worn theme. Frankly, if that sounds like you, I think you might be reading the wrong magazine.

Okay, first let's get the 'what you do' paragraph out of the way quickly. You're wandering around a selection of levels (four worlds' worth, each with several little sections, linked by, er, lots of disk

A dragon. This game certainly does. Ha.

Below: Why do we bother? What year is this anyway? What's it all about, Alfie?

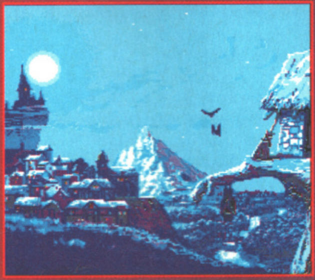


Flames. Fire. Burning. Pain. Heresy. Redemption. Cleanse. Purify.

THE TRADITIONAL SCENE-SETTING INTRO BIT

Most games these days come complete with a lengthy intro boasting lots of luscious pics explaining the storyline and building up the atmosphere to a point where the player, panting in breathless anticipation, simply can't wait to grab the joystick and get stuck right into the action. Here at AMIGA POWER, we often like to show you a few scenes from these intros to pretty the pages up a bit, and *Super Cauldron's* going to be no exception, other than in that on this particular occasion, we're going to show you the entire sequence in all its near-cinematic glory. Aren't we just too good to you?

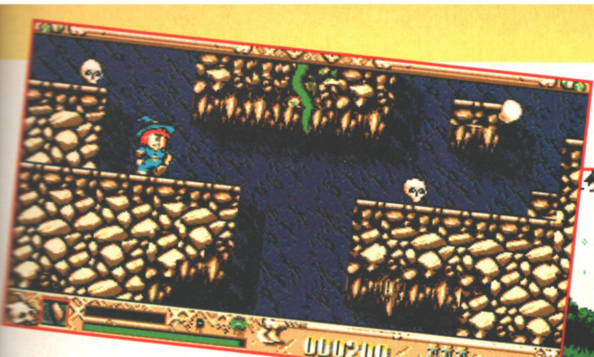
The intro opens up with this night-time shot of a spooky cottage on a hill. Whooo! (scary, eh?)



Excitingly and evocatively, a couple of bats wing their way onto the screen and swoop around a bit...

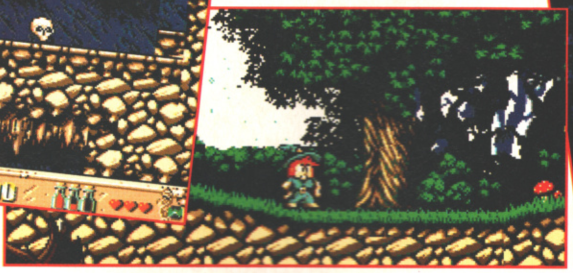
...soon to be joined by another couple of bats. Alfred Hitchcock's The Birds didn't have anything on this.

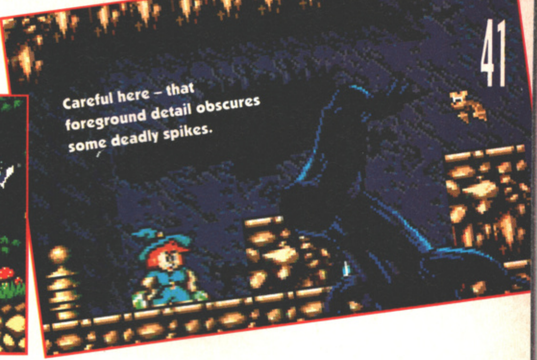
As tension reaches breaking point, note how the bat hanging from the rocky outcrop flaps its wings. Cor.



A dramatic change of scenery, but it's all to no avail – this bit's just as awful as all the other bits.

"Everybody's talking 'bout the stormy weather, what's a witch to do but work out whether it's true?"





Careful here – that foreground detail obscures some deadly spikes.

ULDRON

accessing), looking for a key to the next world. You're initially armed with stones which you can (rather pathetically, it must be said) flick at the baddies and beasties which infest the various stages, but you can collect spells which offer powered-up weaponry for a limited period (dependent on how much energy you've got rather than a time limit). I think that's about it, really. Time for the 'first impressions' section of the review now.

Oh dear. *Super Cauldron* doesn't get off to the best of starts. Opening up with, believe it or not, and yes I know this is 1993, a choice between music OR sound effects, things don't improve on the first screen of the actual game, which looks like one of the duller sections of the Spectrum version of *Cauldron 1*. The first screen is populated by two little bat creatures which come at you in a laughable 1985-style 45-degree-angles-only flight path, but they're actually quite fearsome opponents due to the sad way you throw rocks around and the horrible, gravitationally-challenged way you jump.

Carrying on through a couple more screens of nothing whatsoever, you find a broomstick (you play a witch, by the way) and jump onto it, deciding to go for a quick fly. Noticing the crap push-scroll you have to endure whenever the game tries to scroll vertically, you quickly return to the ground (pausing only to note that the push-scroll can, when you fall to the ground, leave you right at the top of the screen and hence extremely vulnerable to attacks by bats and suchlike which you quite literally can't see until they've hit you). Still, never mind, eh? Things can only get better. Time for the 'in a little more depth' bit now, wouldn't you say?

Oh dear. Just a little way into the game, and I seemed to have run out of places to go. Another, even closer, inspection of the manual revealed nothing in the way of suggestions as to how I might get out of the first tiny little forest section. Bummer. Trudging dejectedly back and forth, I decided to try and get into a ruck with a troll standing on a bridge. Tugging down on the joystick to avoid his one and only fireball, I was shocked and stunned to pass right through the bridge and land in the water below. Instead of dying, though, I found myself in another section! Hurrah!

Okay, it was another crap section with lots of jumps which were half-impossible to make accurately with the awful controls, leap-into-thin-air-and-hope-for-the-best bits aplenty, and deadly traps concealed behind bits of token parallaxing foreground scenery, but another section nonetheless. Flushed with success, I went on to discover that the other sections in the first world were found in similar ways, namely by ducking down when standing beside innocent-looking tree stumps and so forth. Oh, and I was then surprised to find that other bits of water found scattered around the levels were not, in fact, gateways to further sections but deadly to the touch. Must have been polluted or something, I suppose. And in the midst of this rush of thrilling discoveries, I also ascertained that going through a 'doorway' and then going back through it again the other way often sends you somewhere completely different. Oh dear, getting short on space, now. Better cut straight to the euphemistically-named 'summing up'.

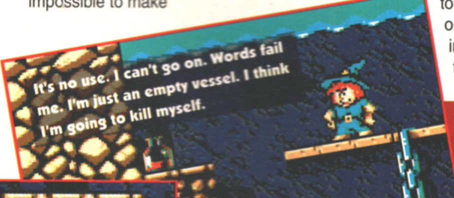
Super Cauldron is completely crap.

● ***STUART CAMPBELL***

> "A sloppily put-together slapdash cash-in rush job"

"So tell me, what's the matter with you then, my little flower?"

These captions are a bit rubbish, aren't they? Sorry. It's late.



It's no use. I can't go on. Words fail me. I'm just an empty vessel. I think I'm going to kill myself.

Y'know, it's at times like this I wish I'd taken that job in the Diplomatic Corps they offered me back in 1987.

I never wanted to be a game reviewer. I always wanted to be... a lumberjack!

UPPERS There's a quite nice lightning effect on the first level. Cute frog noises.

DOWNERS Cheap and nasty control, cheesy music, lots of loading, tacky push scrolling, ridiculous firing system, doesn't recognise a second disk drive, stupid instructions... it's just no bloody good, really.

THE BOTTOM LINE

An insult to the memory of the previous *Cauldron* games, an insult to Titus' recent and hard-won good reputation, and an insult to Amiga game buyers everywhere.

26 PERCENT

THE BOTTOM LINE

A1200 Equally dreadful in a frankly-not-very-different kind of a way. There are things wrong with this that buying an A1200 just can't fix.

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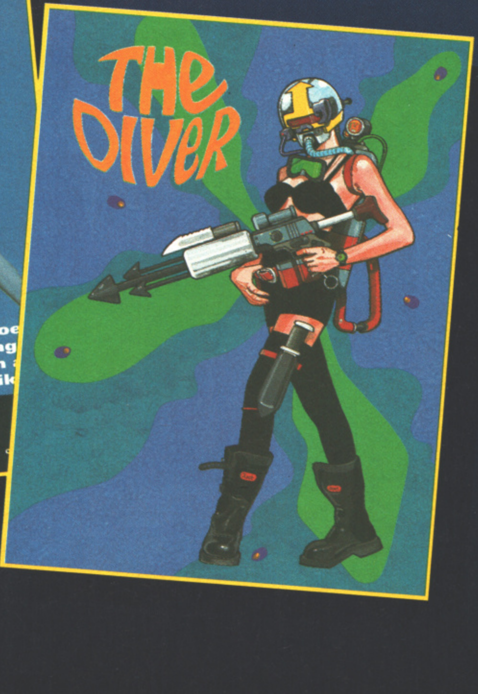

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A HOLIDAY IN NORWAY! OR POSSIBLY DENMARK!

Or somewhere Vikings come from, anyway. Yes, our lovely friends at lovely Interplay will send one of our lovely readers and a lovely friend or guardian off to lovely Scandinavia for a spot of rest and lovely relaxation. "Why?" you might ask, but you'd have to be pretty stupid to ask that because it's quite obviously a promotional device in connection with their not-at-all-unlovely game *The Lost Vikings.* Yes, now you too can wander hopelessly around Scandinavia and be a Lost Viking, just by answering these pathetically undifficult questions:

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1. What nationality was the famous Scandinavian chef in The Muppet Show?

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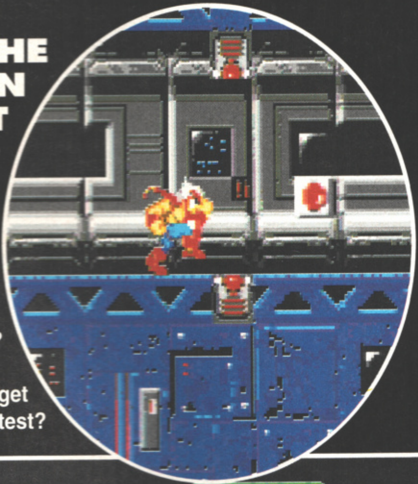
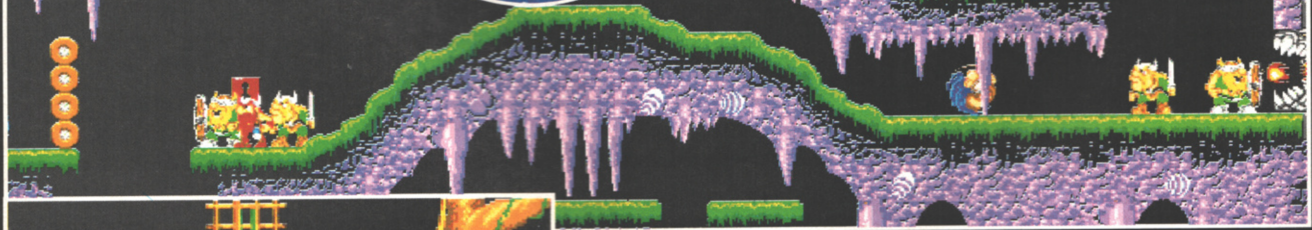




THINGS WE PUT IN TO TRY AND STOP YOU WINNING (OR THE RULES)

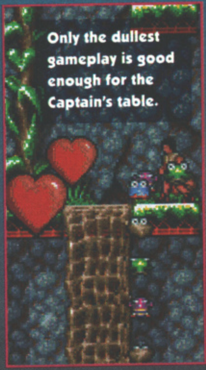
- Employees of Future Publishing, Interplay and Polly Peck are not allowed to enter this competition. Although frankly, the chances of anyone being employed by all three of those companies seems a bit remote to me. But it's the law, so there it is.
- The closing date is June 31. Entries received after that date will be pulped into papier maché and used to build a life-size model of Gothenburg.
- The editor's decision would probably be a bit confused at the moment and involve elephants, so Stuart's decision will be final, and doubtless entirely based on who sends the nicest postcard and has the neatest handwriting.
- As usual.

WHAT'S THE WORST AMIGA GAME YOU'VE EVER PLAYED?

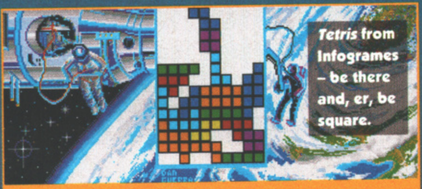
And, of course, we'd like to know why. Unsurprisingly, most of these software VIPs we talked to needed a little prodding to extract more than "Ooh, there are so many I don't know..."

"*Terminator 2.* That was dreadful. There was a lack of gameplay and it also didn't follow the film story at all. In its defence though, it was a tall order and I know that they didn't see a finished film before they wrote it. But it was a big licence and I thought it was not one of the strongest. Sorry, Ocean. But I think the rest of your stuff's great."
JEREMY SMITH, 'Top Dog' at Core Design

"*Captain Planet.* It's crap. It's an appalling licence like all the rest are."
CHRIS YATES, Sensible Software's whizzkid coder and *Wizkid* coder



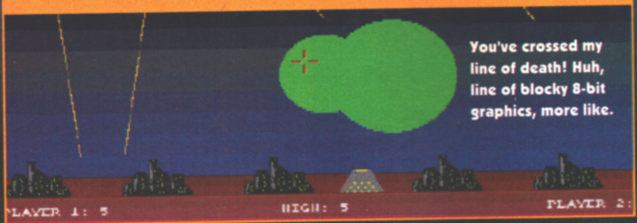
Only the dullest gameplay is good enough for the Captain's table.



Tetris from Infogrames – be there and, er, be square.

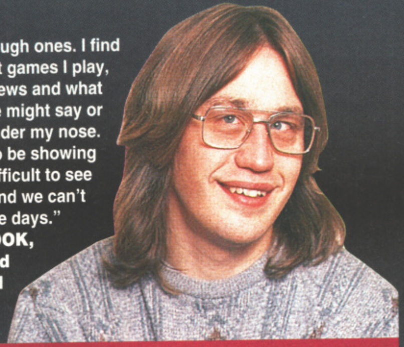
"The Amiga version of *Tetris* [Infogrames]. You press the keys and nothing happens and then a minute later something does."
GARY SHEINWALD, Development Manager at Audiogenic

"Some of the crap ones I see on coverdisks are pretty awful. I think the worst I saw was a coverdisk version of Missile Command."
ARCHER MACLEAN, author of *International Karate Plus, Jimmy White's Whirlwind Snooker* and *Pool*



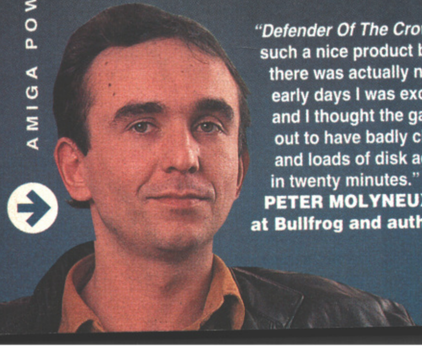
You've crossed my line of death! Huh, line of blocky 8-bit graphics, more like.

"I don't tend to get the real rough ones. I find things wrong with most games I play, though. I do tend to go by reviews and what someone else in the office might say or what someone might stuff under my nose. A lot of shops don't seem to be showing software any more so it's difficult to see anything before you buy it, and we can't afford to buy much these days."
ANDREW BRAYBROOK, Project Manager and Director of Graftgold and author of *Fire And Ice*



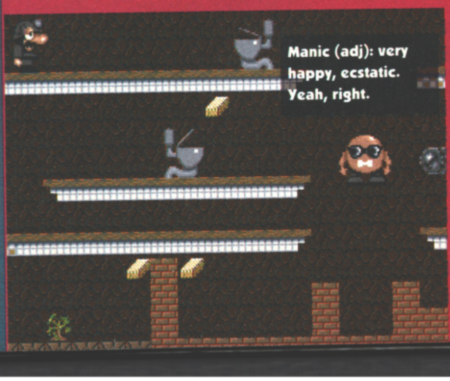
"I wouldn't like to say any one in particular, but the worst games on the Amiga are those with super duper graphics and very little gameplay."
MEV DINC, Vivid Image all-round superstar

"*Legend Of The Lost* [Impressions]. God Almighty, that was bad. There was a complete lack of any reason at all to be impressed on any level – apart from the good feeling you got when you reset it ."
MARTYN BROWN, Product Manager for Team 17

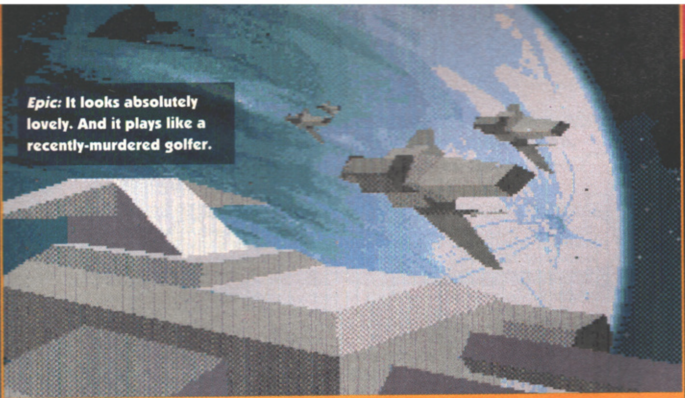


"*Defender Of The Crown.* And all because it looks like such a nice product but it was such a con because there was actually no game in there at all. In my naive early days I was excited by all these fantastic graphics and I thought the game would be amazing but it turned out to have badly choreographed action sequences and loads of disk accessing and was easily finishable in twenty minutes."
PETER MOLYNEUX, Managing Technical Director at Bullfrog and author of *Populous* and *Populous 2*

"There was a *Plotting* rip-off that was really dreadful, but I can't remember what it was called. I was really disappointed with *Manic Miner* but that was probably from having such fond memories of the Spectrum version all those years ago. Maybe it was the fact that it wasn't using a rubber keyboard either. There was a strip poker game... Oh, and *Tetris*. I was pig-sick when I played it on the Amiga but I rediscovered it on the Game Boy and backflipped. These can't be the worst games though, because the truly bad ones are forgettable anyway."
GARY BRACEY, Software Director at Ocean



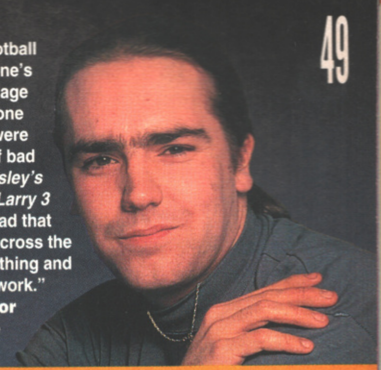
Manic (adj): very happy, ecstatic. Yeah, right.



Epic: It looks absolutely lovely. And it plays like a recently-murdered golfer.

"*Epic* is the first one that springs to mind. It's quite probably the most over-hyped and overdue game ever. It completely underwhelmed me. As far as constructive criticism goes, it's a shame that even though Ocean had such a good campaign which they sustained over a long time, they didn't have the heart to put the game back into development for a few months to make it good."
PHIL HARRISON, International Development Manager for Mindscape

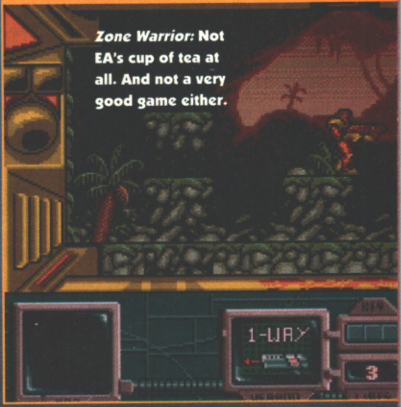
"*Whirligig* [Rainbird]. That's very possibly the worst game ever, apart from *Lemmings* perhaps. It's really tedious. Each level is pretty boring and there are something like fourteen trillion levels and it'd take something like 8000 years to play them all, apparently. It's a space game but it has the most wholly inappropriate tune I've never heard: a cosmic cowboy theme with this trumpet in the background. It's hilarious. It was before Maelstrom came up with that true classic *Midwinter*. If anyone knows where I can get hold of a copy of *Whirligig*, I'd love to look at it again."
COLIN FUIDGE, Research And Development Director for Konami UK



"There are a couple of Impressions football games and they're both equally crap. One's a playing one called *Striker* (not the Rage one), and the other's a management one called *Kenny Dalglish Football*. They were absolutely appalling. There are a lot of bad football games. *Peter Beardsley's* [Grandslam] was awful. *Leisure Suit Larry 3* wasn't a bad game as such but it was bad that it took about five minutes for Larry to cross the screen. And *Brat*... it's a crap childish thing and it doesn't work."
JON HARE, Orchestrating Director at Sensible Software

"*Chopper X* [Mastertronic]. It wasn't just the worst Amiga game ever, it was the worst game ever. It was one of the first to appear on the Amiga. Somebody had written it in about five minutes. The scrolling was crap, the music was rubbish, and it had zero gameplay."
MIKE MONTGOMERY, from out of The Bitmap Brothers

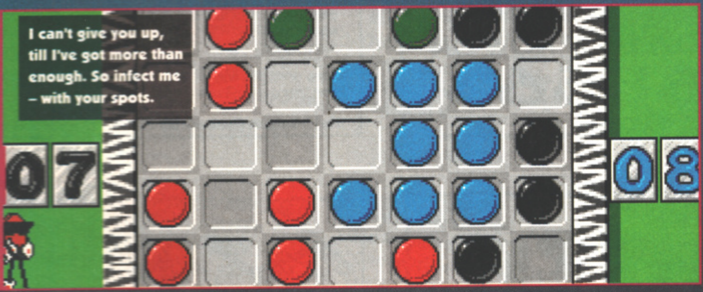
"I can tell you the worst game we've done – that was *Zone Warrior*. It was outdated by the time it reached the market and it was nothing like the quality of product we usually do. It basically wasn't our kind of game."
SIMON JEFFERY, Marketing Communications Manager for Electronic Arts



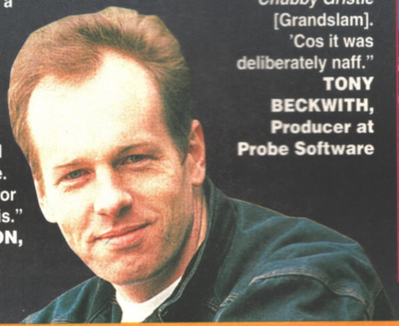
Zone Warrior: Not EA's cup of tea at all. And not a very good game either.

"*Spot*. Why couldn't they bugger up someone else's nice little budget game with such a poxy licence?"*
ANDREW WRIGHT, Marketing Manager for Virgin Games Software

*Trivia Fans Note: Andrew is of course referring to *Infection* (see the *Spot* review in AP3).



I can't give you up, till I've got more than enough. So infect me – with your spots.



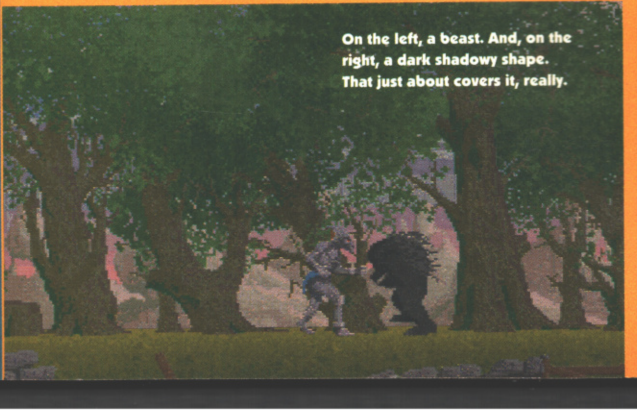
"It's actually part of a game. It's the face puzzle bit in the first *RoboCop*... or is *Terminator?* Why are they there? I hate to say it, but I enjoyed the real plastic things more. What a poor excuse for entertainment that is."
TOM WATSON, Managing Director of Renegade

"*Chubby Gristle* [Grandslam]. 'Cos it was deliberately naff."
TONY BECKWITH, Producer at Probe Software

Toki on the Amiga: Not even worth spitting on, apparently.

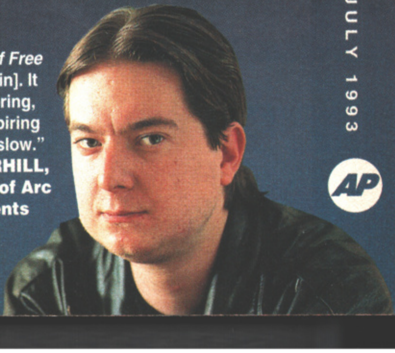
"*Toki*. I really like the arcade version, and really liked the ideas in it. But there was something about the Amiga version which really irritated the hell out of me."
NICK PELLING, the sterling individual who did such a fab job of converting *Wing Commander* from the PC to the Amiga

"There's such a lot of rubbish around. There are so many games so much like each other and so many are over-hyped. I vaguely remember a game called *Shadow Of The Beast*. The motions were so appalling and the collision detection... Although the graphics were really nice, I thought that whoever did it obviously didn't have much respect for the people who'd play it. I don't mean to direct comment at just that game – there are a whole load of others like it."
DAVID BRABEN, author of *Virus*, co-author of the original *Elite* and currently finishing off *Elite 2*



On the left, a beast. And, on the right, a dark shadowy shape. That just about covers it, really.

"*Sword Of Sodan* [Electronic Arts]. It had nice big sprites and fairly duff graphics and just no playability whatsoever. I'm sure I've actually played worse but nothing springs to mind at the moment."
KEVIN BULMER, Creative Genius at Dimension Creative Designs



"*Federation Of Free Traders* [Gremlin]. It was boring, uninspiring and slow."
RICH UNDERHILL, Joint Director of Arc Developments

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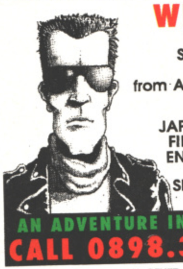

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DIARY OF A GAME...

Once again we open up The Hidden's agenda (clever wording, I know – cheers) to see just how things are going in *Spodland*.

1993 APRIL Thursday 1

Today, Will (an integral part of the Hidden programming team, pictured above left) decided to include a few more routines within the skeleton program which had already been written for *Spodland*. These were a screen set-up thingy (giving us a low-res 32-colour PAL picture) and a joystick routine. This means that when the program is compiled through *Devpac* it now takes a lot longer. And that's about it. Wow.

1993 APRIL Friday 2

All of today was spent getting a demo of *Donk* ready for the ECTS.

1993 APRIL Sunday 4

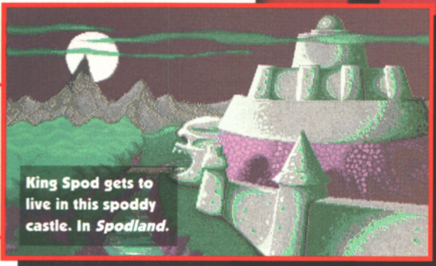
For only the second time in my life I found myself at the ECTS show. Wow, cosmic – I love it here, looking at all of the new releases before anyone else (apart, of course, from software houses, programmers, shopkeepers and all). Well, it makes me feel special, and at times, I need to. The ECTS is a strange phenomenon – among all the suits there are a few scruffy sorts, these being the programmers and the journos. It didn't take very long for me to notice AP's very own Stuart Campbell and Tim Tucker, mainly because there wasn't really that much new Amiga stuff on show, so naturally everyone who was in any way 'Amiga-ish' hung out together in a little gang, pointing at the Sega and Nintendo people. And jeering.

1993 APRIL Monday 5

Today the ECTS was distinctly dull, maybe because Simon, Will and myself had played all of the demos to death. But then, as we were just hanging around our stand, everyone suddenly moved aside. "Make way for a TV star!" someone shouted, and out of the shadows stepped Violet Berlin, star of television's popular Bad Influence. "Ah, The Hidden. Show me your *Dong!"* she said. "Ooooerrr!" shouted the crowd, so we did, all the while explaining that it was now called *Donk*, not *Dong*.

1993 APRIL Monday 12

After recovering from the ECTS show, I decided to work out a bit more of a structure for *Spodland*, as so far it's just been a loose collection of game ideas. Looking at all the different sections, I decided that it would be best to have a set goal, rather than just an ongoing battle between all the Spods until the world ceases to exist or the players lose all their lives. Nope, I'm with the Costa Panayi (a games god by no other name) school of games design. He, like myself, believes that people always look for a firm objective when playing a game other than merely staying alive. It helps to give a game personality, as though it's saying "Ho-hum, not a bad score, but you still haven't beaten me yet you chicken!" which, as we all know, is fighting talk that ranks right up there with such classics as "Did you spill my pint?" and "Ipswich Town are the pride of Anglia". Jim Scott of Beyond Belief Soft, please take note.



King Spod gets to live in this spoddy castle. In *Spodland*.

1993 APRIL Wednesday 14

A lengthy discussion with Will and Simon leads to a basic plot for *Spodland*. It involves the Spods going on a quest to become the Good King Wargle's Master of Spods. They all go through a series of knock-out tournaments until there's only one left, who then becomes King of the Spods.

1993 APRIL Thursday 29

The map screen's been drawn (unlike the rest of the game, which is all going to be digitised from video), and it looks quite nice. And while we're on the subject of the 'claymation'-style video digitising stuff, I still haven't found anyone who'll sculpt some Spods for me. I'll have to get around to that soon. Also on the video front, Paul (our 3D man) has been working on our new method for doing full-motion video (that's 'FMV' for short) on the Amiga. Today we saw the first fruits of our labours, and they were smart. I'm now taunting Will to use FMV in everything, though he says it might need a CD drive. Bummer!

1993 APRIL Friday 30

Loads of work to do on *Donk* today. But if there's anything you'd like to see in *Spodland*, do get in touch. And so until next time, this is Craig saying 'Byeeee!' *(No comment. – Ed)*

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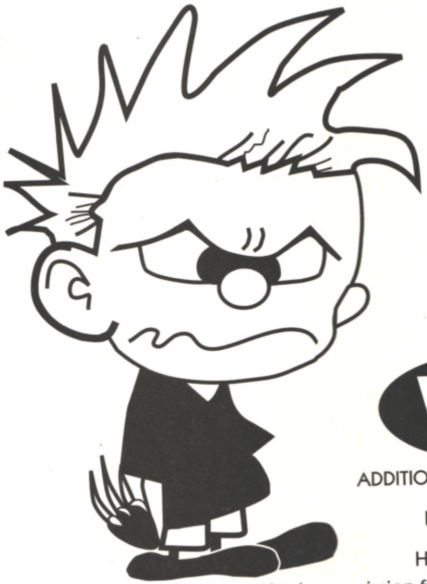

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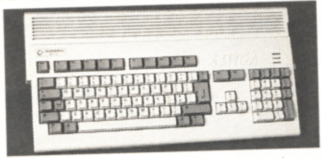

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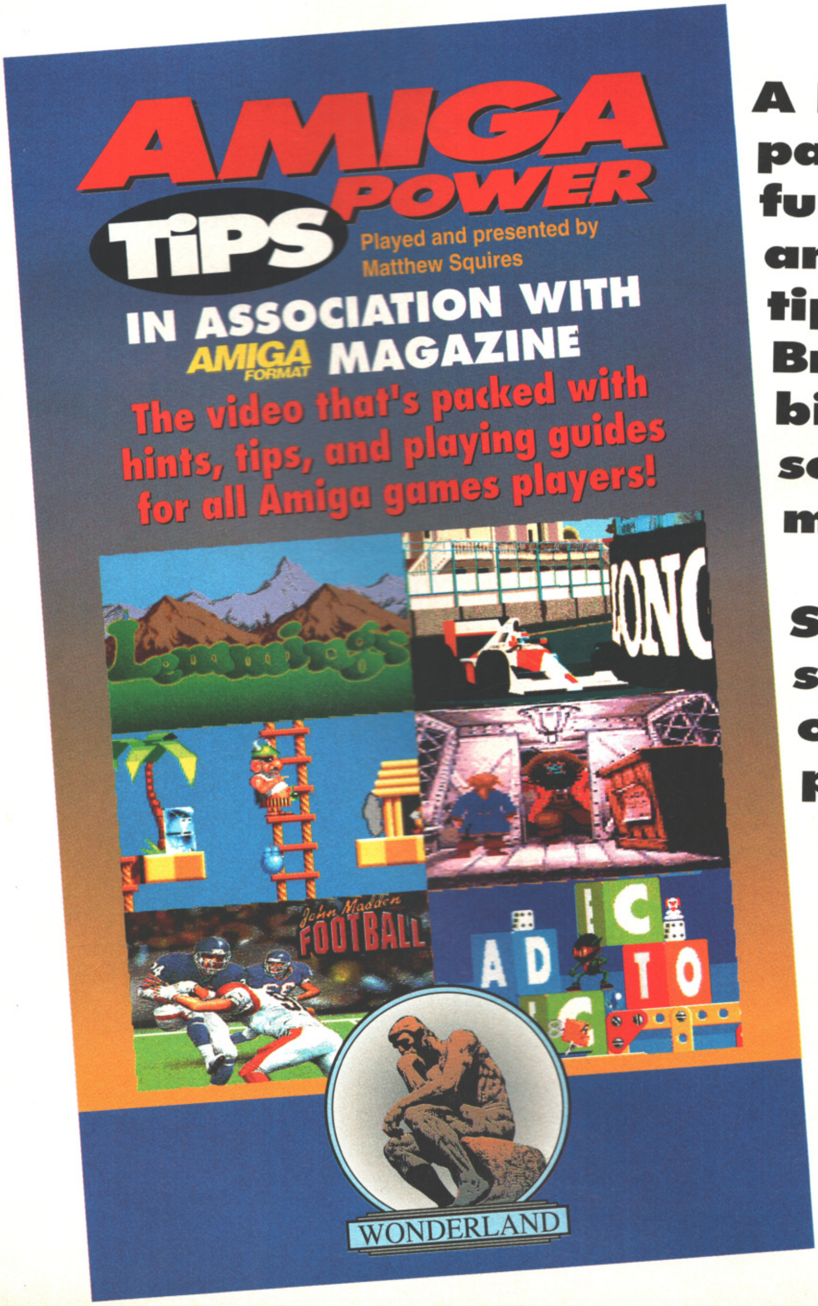

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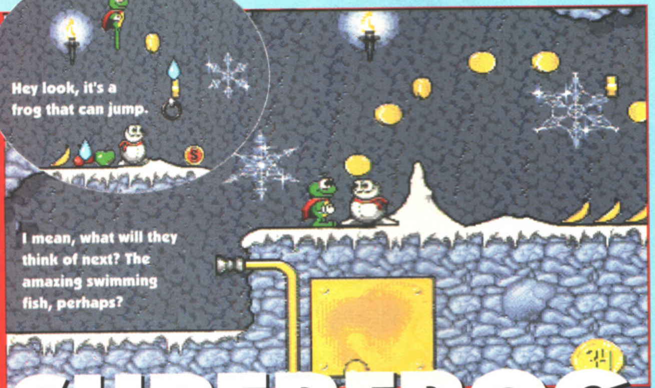
They're out there. Crazy wild-eyed loners on the edge of cathode-ray oblivion. Tonight, AMIGA POWER pays tribute to those who have pushed video games to their limits – and beyond. The secrets they discovered, and the tips that they found. This is their story.



Hey look, it's a frog that can jump.

I mean, what will they think of next? The amazing swimming fish, perhaps?

SUPERFROG

(Team 17)

David Boyle wonders what type of sad individual actually bothers to go to the effort of working out a set of level codes for a game, neatly typing them up, printing them out, and then sending them in to the nearest computer magazine. He promises to write back when he finds out, but in the meantime includes these codes for Team 17's *Superfrog:*

World 1 – Forest

Stage 2 – **234644**
Stage 3 – **447464**
Stage 4 – **747822**

World 2 – Castle

Stage 1 – **392822**
Stage 2 – **446364**
Stage 3 – **984448**
Stage 4 – **477444**

World 3 – Circus World

Stage 1 – **343522**
Stage 2 – **882311**
Stage 3 – **992334**
Stage 4 – **091332**

World 4 – Ancient World

Stage 1 – **467464**
Stage 2 – **818234**
Stage 3 – **182394**
Stage 4 – **298383**

World 5 – Ice World

Stage 1 – **452234**
Stage 2 – **984841**
Stage 3 – **383772**
Stage 4 – **093152**

World 6 – Moon World

Stage 1 – **387211**
Stage 2 – **981122**
Stage 3 – **017632**
Stage 4 – **398112**.

Or how about *Superduck?* "You'll believe a bird can fly."

WOODY'S WORLD

In fact, the title *Woody's World* (singular) is a bit of a misnomer.

It should be either *Woody's Worlds* or *Some Worlds Of Woody.*

(Vision)

"Dear AMIGA POWER,
Here are the codes for *Woody's World* by Vision Software.

Steam Castle – **AHJBEAEA**
Fishy Castle – **MODNAAOG**
Lava Castle – **OKDNFAPK**
Checker Castle – **MPDNGAMF**
Cog Castle – **MKDNCAIK**
Conveyor Belts – **OIHMOACO.**

Yours sincerely,
John Chapman."
Thanks, John.

SINK OR SWIM

A pun is an amusing play on words that sound similar.

For instance, 'Codner' sounds like 'Costner'.

And 'Dim Passengers'... oh, never mind.

(Zeppelin Premier)

It's not been out long, but clearly some of you are finding the cute-tastic puzzle-platform antics of this little number just too hard to resist. Or maybe it's the sophisticated pun-orientated wordplay. Who can tell? Anyway, first out of the bag with a hefty 17 level codes is Nicholas Mewton from Weymouth. Over to you on the boat, Nick!

Level 2 – **BISHOPMOVE**
Level 3 – **PATSY4KERMIT**
Level 4 – **HOWNOWPOWWOW**
Level 5 – **RINGWORLD**
Level 6 – **TROUGHTON**
Level 7 – **REDPLANET**
Level 8 – **MEGALITHIC**
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Level 10 – **TINYBOPPERS**
Level 11 – **LOCKSALORDY**
Level 12 – **HALOWEENVII**
Level 13 – **NEWMODELARMY**
Level 14 – **TIMEPIECE**
Level 15 – **LARRYNIVEN**
Level 16 – **KILLERWHALE**
Level 17 – **BLUEHORIZON.**

To be a top assassin, you need stealth, cunning and a tree.

ASSASSIN

(Team 17)

Okay, so we may have printed an *Assassin* cheat back in issue 24, but (thankfully) that didn't stop Daniel Winch from sending in a whole set of far more effective tips.

What you have to do is, on the first mission (The Landing), climb up to the highest possible point of the left-hand side of the first tree you come to until you are blocked by the leaves and type:

NICEVIEWFROMUPHEREMATE.

The border should flash, and you should unpause the game (it will have paused from the 'P' in 'Up'). Infinite energy will now be yours, and the in-game keys will be activated. And they are:

1-6	To select mission.
E	To skip to the boss.
W	For extra weaponry.

Of course a Team 17 game wouldn't be a Team 17 game without some wacky passwords. Try typing any of these on the High Score table for a variety of interesting effects:

PSIONIC SYSTEMS
ASSASSIN
SUPERFROG
BODY BLOWS
THE ONE AND ONLY
ALIEN BREED
PROJECT X.

Those crazy funsters at Team 17, they crack us up every time.

DON'T FORGET

Tips don't grow on trees, you know. Otherwise we could just go out each month and pick them, and we wouldn't have to keep getting on at you lot to send the things in instead. I think you get the message. So to keep these pages going (with the added bonus of a prize if we really like what we see), send all your tips, cheats, level codes and the like to: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Bye.

THE CHAOS ENGINE

EQUIP CHARACTER
0023545

Mankind cannot fully control chaos. But enthusiastic shopping definitely helps.

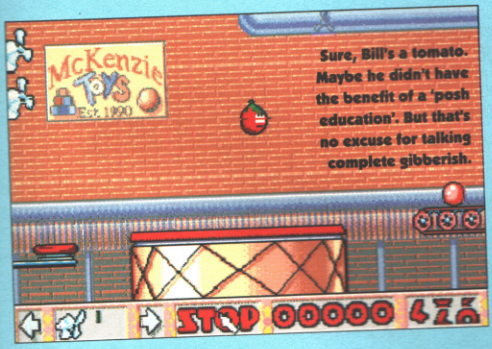
(Renegade)
Forget everything you may have read in last month's AMIGA POWER, at least concerning *The Chaos Engine*. Cast aside all those passwords, relieve your memory of all those pointless tips and make way for this far more convenient and effectual tip form Michael Lamb of Liverpool.

All you have to do is enter the password section and enter all **T**s, **V**s, **X**s or **Y**s. Level one will now start to load but (BUT!) before it does you will enter the shop with loads of lives and an impressively equal load of money allowing you to play at your leisure through the entire game with no monetary or life-related worries at all.

BILL'S TOMATO GAME

(Psygnosis)
Level codes – you love 'em really. I mean, where would you be without them? Still on level one, probably – so it's lucky that 'The Loof' from Slough has sent in these:

Level 1 – **GLYCKEN, SEEPPUN, MEPEL, PLOOTTIT, WAMAL, CLOOPAN, GIAPOG, ZULLAR, BEGGEN.**
Level 2 – **ZAIVIT, ZIOMAL, NOIBBAT, VIANEN, CLIENNUNG, WAIVOR, GLEALLOG, MEFFAN, SIEDDER, TOUKER.**
Level 3 – **BOOMAN, BINNON, CLOINAL, FLESAR, TIGFIN, TOKEN, SAKUG, TAIGGAT, CLYFIT, SIPUG.**
Level 4 – **GEABBAR, TAPPER, VOASSOG, GIUIN, TIAUER, PLOIDDOG, NEABBAN, PAIBBIN, BYMEL, SLOOVOM.**
Level 5 – **WYVAN, SLYPPIT, FLOGGAL, VENIN, DRUTTEL, GLIETTUG, FLYNNEL, MIOSSAT, DROADDAR, BOUTTOL.**
Level 6 – **SLAINUN, PLEAMIN, GYVET, BOICKEL...** *(Right, that's enough. – Ed)*



Sure, Bill's a tomato. Maybe he didn't have the benefit of a 'posh education'. But that's no excuse for talking complete gibberish.

ACTION REPLAY CODES

Everybody likes Action Replay codes. Some of you like working them out and sending them in. Some of you like reading them here and then using them to cheat. Datel like them because the more that get printed, the more people buy their cartridges. And we like them because they help to fill up space. You'll need an Action Replay Cartridge and, well, refer to the instructions to see how to use it.

Game	Code	Effect
BC Kid	05FC67	Continues
Body Blows	00099E	Continues
The Chaos Engine	0A5646	Special Powers (choose Preacher)
D-Generation	C2F210	Lives
Doodlebug	00B2A2	Lives
Entity	00BAEB	Lives
Fire And Ice	01EDC2	Smart Bombs
Hudson Hawk	0052E9	Lives
Lionheart	C189F5	Lives
Lemmings 2	C13585	Time
	C13577	Surprise
McDonald Land	008CB9	Lives
Scooby Doo	04AD33	Lives
Superfrog	C05967	Credits (on Fruit Machine)
Tearaway Thomas	000B9B	Lives
Shadow of the Beast 3	000264	Lives
Zool	01EF5C	Lives

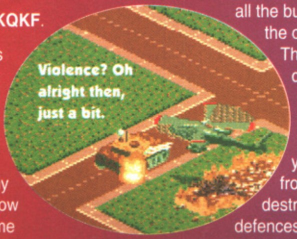
Thanks for these go to John O'Neill, 'Ozzy', and 'The Loof' from Slough (again).

War is hell? Huh, war is *helicopters*, more like – helicopters with nice big guns and missiles.

DESERT STRIKE

(Electronic Arts)
If you took all the *Desert Strike* letters we received this month and laid them end to end, they would stretch quite a way down the road and quite possibly back again. Most of the letters supplied the codes, and here are some of our favourites:

Level 2 – **BQOQAEB**
Level 3 – **KLJLTOE**
Level 4 – **WEIVVJT**
End sequence – **ONKKQKF**.



Violence? Oh alright then, just a bit.

About half of the letters also pointed out that typing **BQQQAEZ** gets you ten lives and infinite ammo.

However, most useful of all was Jeremy Warr's mini-guide on how to actually play the game without all this blatant cheating. Jeremy, a prize is on its way.

Campaign 2

Mission 2 – Some buildings near the jails have 'muzzle flashes' from the windows. Destroy these buildings carefully with your cannon. Now collect the MIAs that were inside.
Mission 3 – The best way to get SCUDs is by collecting the SCUD commanders and then the SCUD launchers.
Mission 6 – Shoot the watch towers so that the APHIDs fall to the ground, then shoot a hut, collect a full load of POWs and drop them off at the nearest landing zone. Then repeat the process, always keeping a look out for ZSUs.
General tips – There is a quick ladder in a building in the road diamond nearest the furthest north landing zone. A F-15 is parked in the northeast corner where you will find co-pilot Jake and an extra life.

Campaign 3

Mission 1 – Enter the main city and use a couple of Hydras on the two APHIDs attacking the UN boys, and kill the ZSU. Then pick up them up and drop them off.
Mission 3 – Destroy all the silos quickly before the missiles are released. Then destroy the dunes around them for extra supplies and a life.
Mission 4 – Destroy each boat (but not the friendly ones) with six Hydras.
Mission 6 – Destroy the defences and then let loose on the Madman's Yacht until there is a hole and then pick up a full load of MIAs before they drown.
Mission 7 – Destroy the defences and all the buildings surrounding the one with a flag outside. This one contains the chap you are after.
Mission 8 – Enter the Embassy City from the west to replenish your fuel and ammo from the buildings you destroy. Take out all the defences, keeping an eye out for three helicopters. Then land on the X. Kill the fresh defences that have arrived on the scene, including the two helicopters. Once everyone is on the bus, destroy the gate carefully with your cannon and guide the bus to safety. When you search the SEAL post, don't forget to pick up your co-pilot.

Campaign 4

Mission 4 – The dump trucks are in the city at the bottom right of the map. Take out the defences, and then the trucks with the bomb parts in them. Watch out for the decoys.
Mission 5 – The radar sites must be taken out first. One is immediately south of the factory, the other is just to the northeast of the nearby landing zone.
Mission 7 – Shoot all of the small buildings after getting rid of the defences. Collect the extra life, destroy the building and land on the X.
Mission 8 – Fill up on ammo and fuel then fly towards the bomber and take out the defences. Next, shoot the wing, collect your co-pilot, then really let rip with your ammo and shoot the hell out of the bomber. (He'll take three rounds of ammo, and then – bingo.)

Imagine if they had a war – and everyone was at home playing *Desert Strike*. Think about it.

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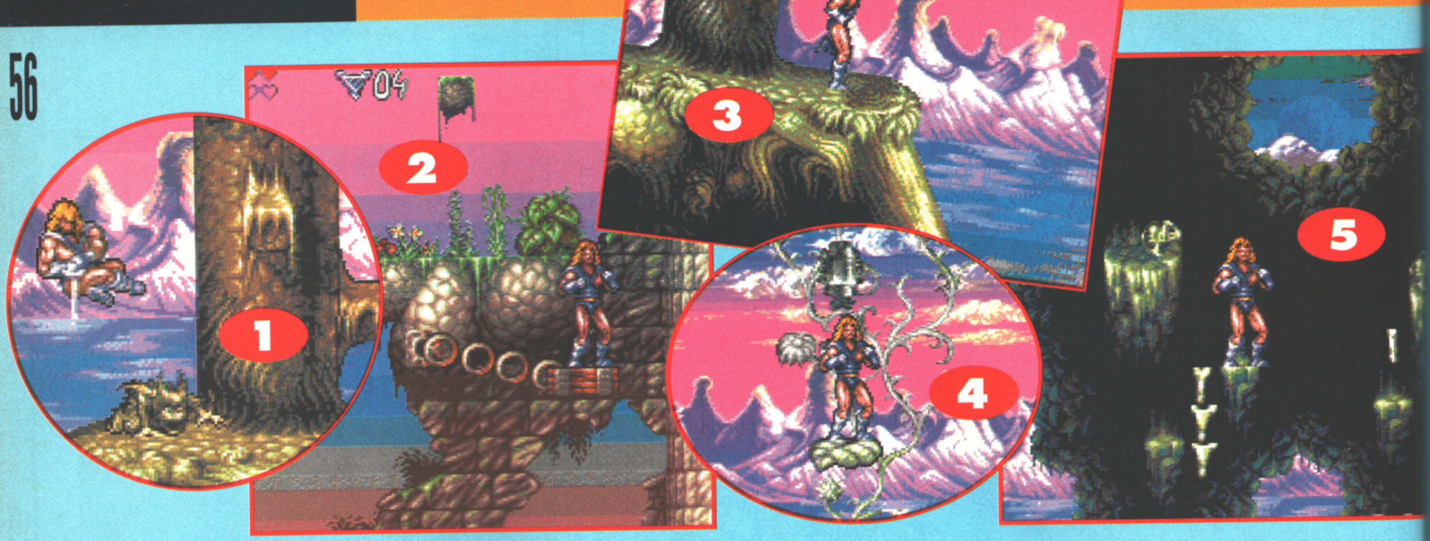


LIONHEART

We offer you the courage of a lion, the strength of an ox, and the tips of a Tim.

General tips

1 The best way of killing things, wherever possible, is the battle strike. You know, the aerial move where you push the joystick up, press fire, then pull the joystick down. Apart from looking rock hard (and thus impressing any of your friends who are watching) it also takes more hit points off the baddies and kills them quicker.

2 There are platforms in the game that you can make swing higher by the following method. Move the joystick downward when the platform is moving downward. Release it immediately when it goes up. If the platform has a very low altitude, use very short joystick-strokes to get it moving again.

Hidden bonus areas

If you check out all these hidden bonuses you should have enough lives and energy to complete the game without any problems. Because you'll probably be able to find a few of them by yourself, only the less obvious and most well-hidden ones are described here.

Level 1

3-5 On the first 60° slide (the ones so steep that you can't go up again) you can get onto a leaf if you jump in time. From there you can reach the leaf with the two crystals on it. Jump up even further to the highest leaf, jump straight up into the air and wait approximately 10 seconds. After a while a beetle appears which you can jump on to take you up to a massive bonus area which contains loads of energy crystals and two extra lives.

6-7 Just in front of the exit of the first level there is a chasm which you are supposed to jump over. Let yourself fall down there and steer to the right (to the left in HARD mode). Here you'll be able to access another bonus area.

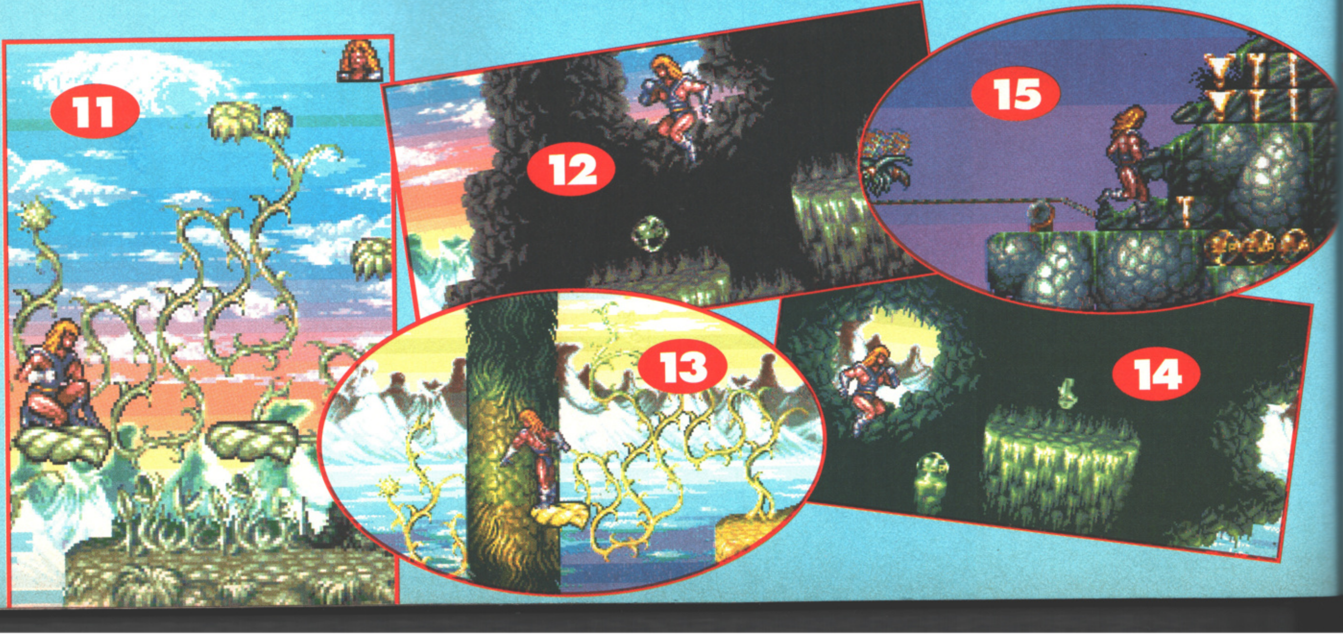
Level 2
(First spider cave)

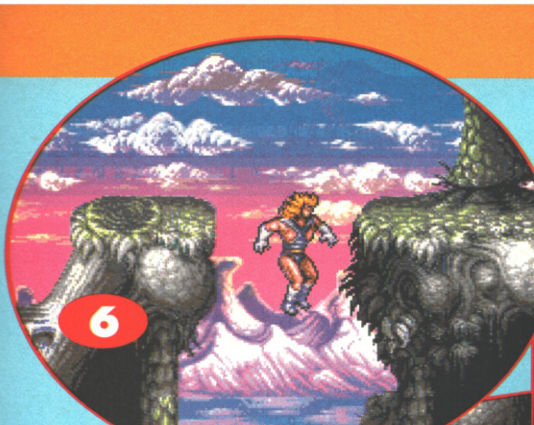
8-9 This isn't hard to get through as long as you're careful. The giant insect can be done away with easily enough. Crouch down right next to it, and when the spider is launched from its hide take a sweep kick at it to finish it off, then immediately jump up and do an overhead swipe on the giant insect's head (by pushing the joystick up and keeping the fire button pressed). Repeat this move and it should be finished off.

The spiders on the floor can be dispensed with using crouching side kicks or the battle strike, while the ones on the roof need to be finished off with jumping upper swipes. Treat the final insect just like the first and you'll be sorted.

Level 3
(Second swamp level)

10-12 At the beginning of the level there is a 30° slope which leads to a 60° slide. Go back to the clump of thorns, run down the 30° slope to get as much speed as possible and make a wide jump to the right from the edge of the platform at the top of the 60° slide. You should land on a leaf again. From here you can





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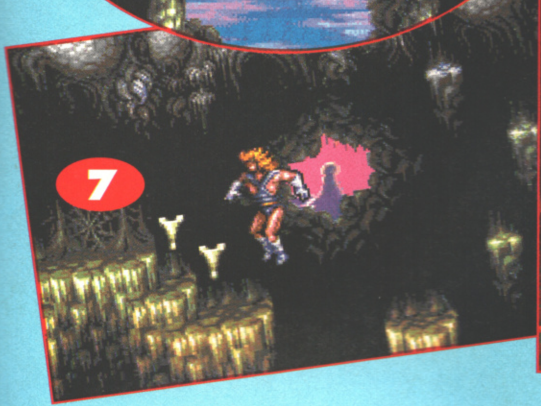

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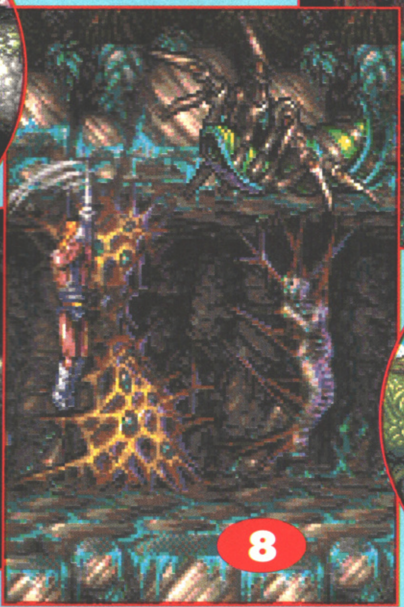

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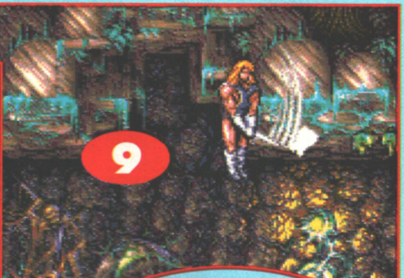

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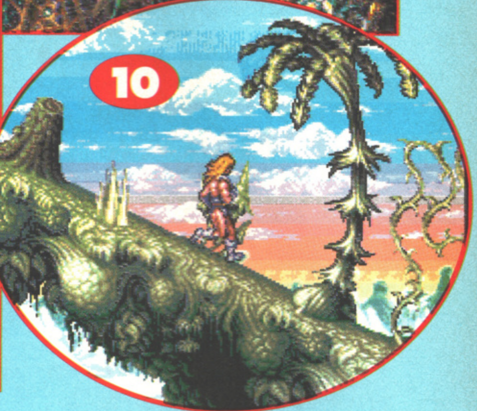

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jump further and reach stacks of bonuses to the right, after destroying a few nasties.

Note that some of the destructible plants are in the floor in this level and also in the fifth level. Remove the plants with the downward fighting jump (the battle strike) and let yourself fall down into some minor bonus caves.

Level 5
(Third swamp level)

13-14 Here you are able to get the second sword before you need to. At the start you're standing in front of the exit of the second spider cave. Go to the left until you appear to have reached the end of this platform, and can see only water to the left. Take a run and jump to the left now. Before you can fall into the water, a leaf will appear right under your feet. Phew! Make another one of these suicide jumps to the left. Another leaf appears. From here you can reach a small cave containing an extra life and the stronger sword.

Level 6
(First ancient city level)

15-16 There are plenty of one-ups (extra lives, in case you didn't know) at the first tower that you encounter (to the right after the start of the level). Kill the swarm of insects. Note the row of steadily hovering insects to the right. By using the downward fighting jump several times, you can use the insects as jump pads to get to the right.

Valdyn can climb up the golden roofs of the towers. Try to get on the roofs as often as possible, as many of them (surprise, surprise) give access to bonuses.

Level 7
(Second ancient city level)

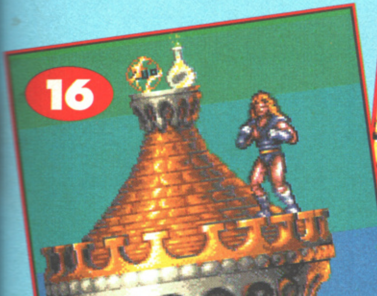
17-20 After the beginning of this level there's a long 45° slope. Use it to get up speed and perform a huge leap to the right at the end of the slope. Aha! Further to the right you encounter your first swinging platform, which is already swinging. Use it to get higher and higher until you can reach the tiny platform above. The third sword waits for you there.

A few screens to the right (after those nasty fire chains) there is a tower with a fire chain at the bottom . Get to the right edge of the platform and let yourself fall down to the right. Surprise! A swimming platform. Get the one-ups and stuff from here and you're doing well.

Secret level

The strongest sword can be found here, again before you need it. There's a place in this level where you have to handle moving spikes with a stone-ball thrower just behind them. Instead of climbing up to avoid the danger, try to get past the generator and let yourself fall down to the right. Use the hovering ghost as a jump-pad just as you did with the insects in level six and get it. ●

Next month we'll be looking at how to beat the end-of-level guardians. Don't let them boss you around!



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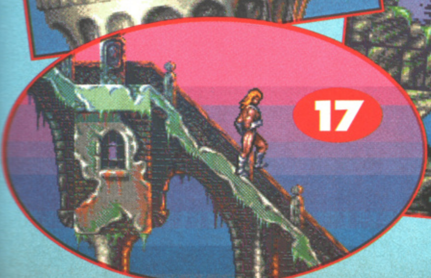

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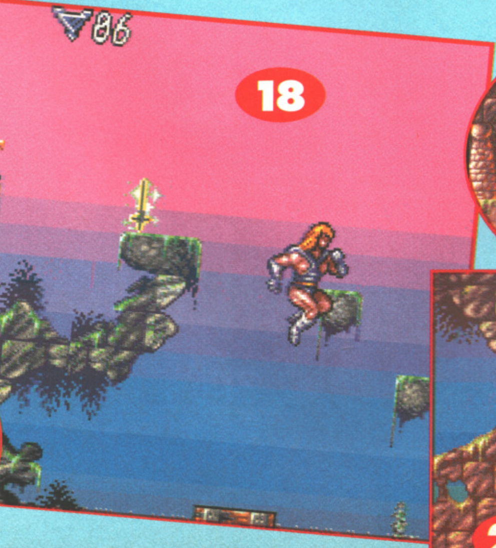

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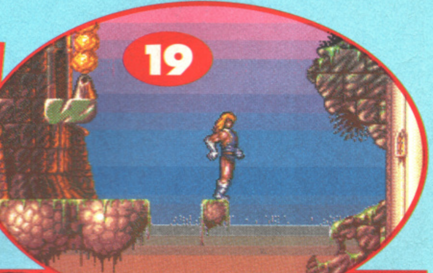

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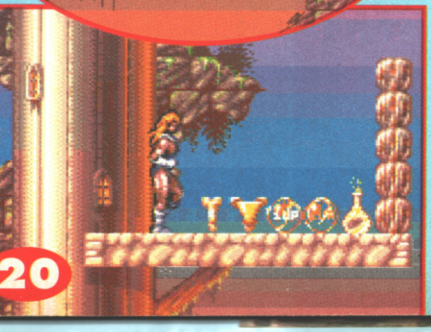

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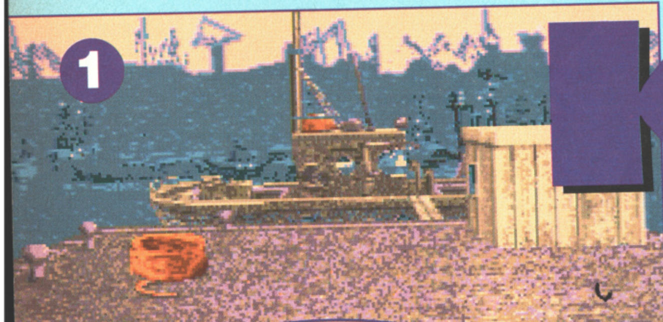
Concluding our solution to the world of Glasnost and Gorbachevs a-go-go. Hurrah for democracy, eh?

KGB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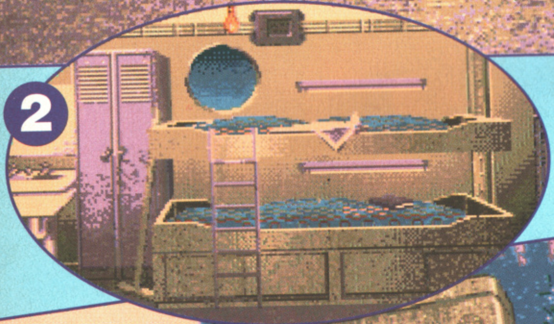
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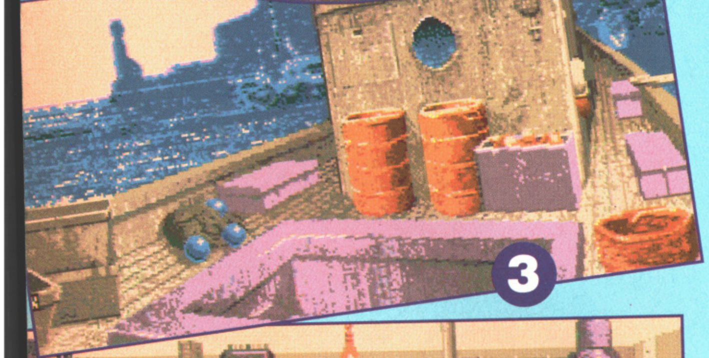
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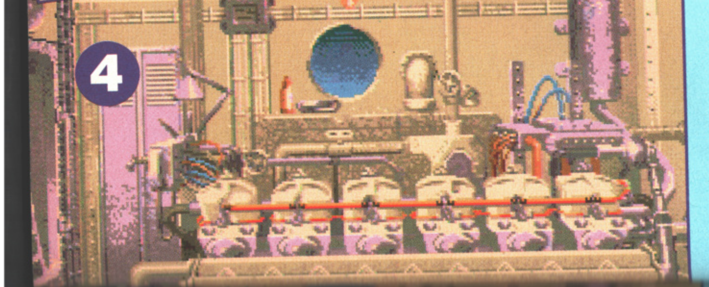
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CHAPTER THREE

Aboard the Viktor Matsnev

1 Pop along to the pier, dive into the sea and make your way onto the good ship Viktor Matsnev. As soon as you're aboard, hide yourself behind the fish boxes to the far right of the screen. When the man has come and gone, go down into the radio room.

2 From here, go through the door on the right, into the rest room. Look in the drawers under the lower bunk and take all the items you find there – needless to say, these will come in very handy later on.

3 Go back up to the deck and throw the rum bottle into the water on the left side of the boat. The man (a dedicated alcoholic) will dive into the water after it, at which point you should go to the stern deck.

4 Now you need to go down the through the hatch into the engine room. Hide yourself in the closet – don't worry, you'll still be able to see everything on the screen.

5 Wait until the mechanic goes down below, closely followed by our old friend Savinkov. You'll need to be patient for a bit longer, and keep waiting until the captain goes below and the Viktor Matsnev gets under way. Eventually Kapiton (the mechanic) falls asleep. When the engine breaks down, use the belt to repair it. Hide in the closet until 9.30pm, at which point night falls. Under the cover of darkness, you can now go back up and onto the forward deck. Hide behind the fish boxes on the far right and wait until midnight.

6 At midnight everybody comes on deck, including Wallace. Follow the men who go down to the radio room and listen at the door of the rest room to hear what they're saying. Then go back up to the deck, and when Wallace leaves, go to the stern. Now you have to wait until day breaks at 6.45am, then wait again – at 7.30am the Viktor Matsnev comes into port, which is your cue to dive back into the sea.

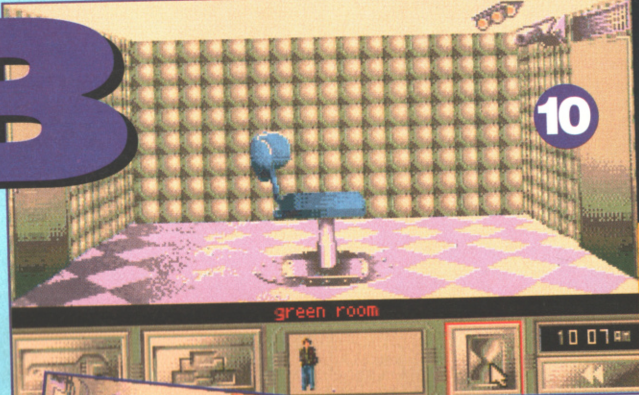
CHAPTER FOUR

Back on shore

7 Go to Department 7 then wait in front of the KGB building until 9.15am, which is when Agabekov drives out of the Department 7 garage in his car. Hail a cab and follow him to his destination.

8 Agabekov stops outside a building, which you should go into. It turns out to be the Psychiatric Institute. Inside, choose the 'say' option which says "Here is my ID" and they'll let you in. Tell them you are Agabekov's colleague, find the Director of the Institute (Litinov), and then ask him a few questions.

9 When Litinov gives you clearance, go to Room 3. Don't bother asking too many questions here – you



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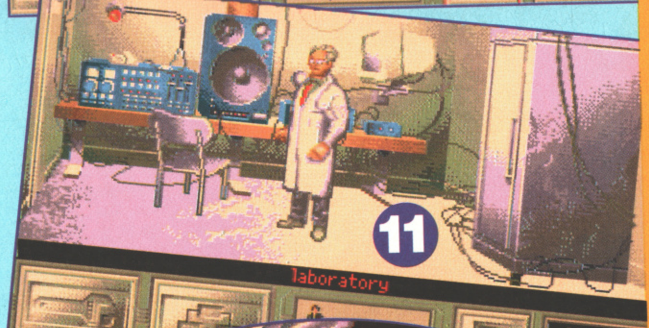

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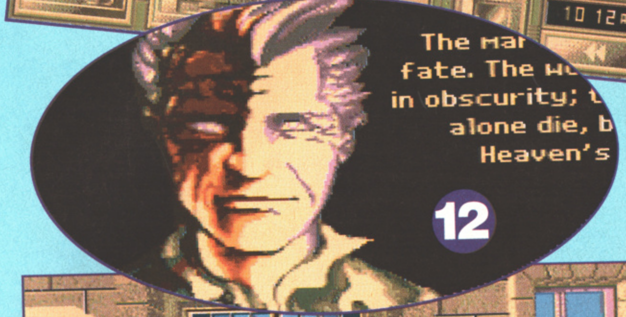

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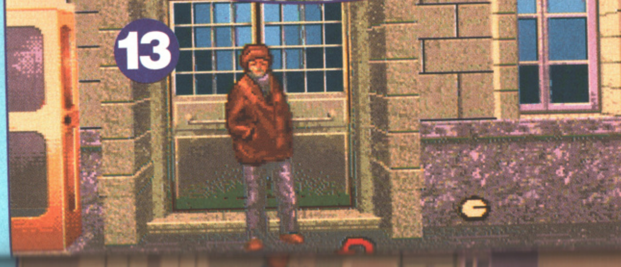
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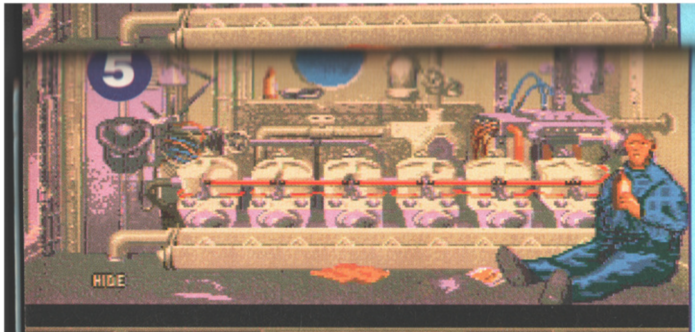
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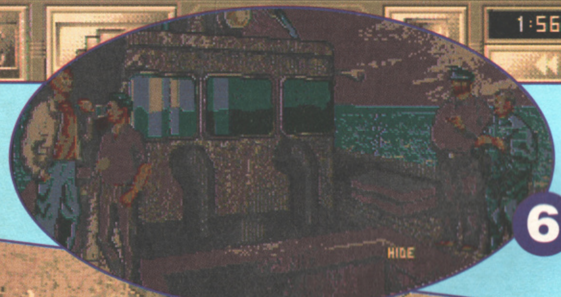
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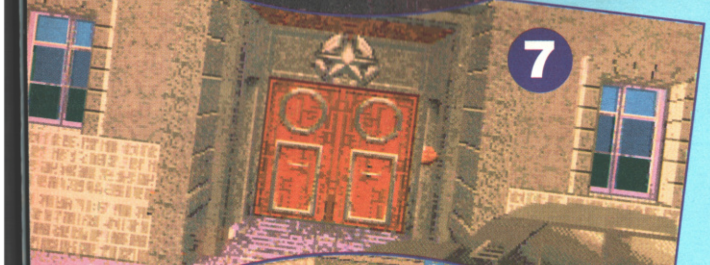
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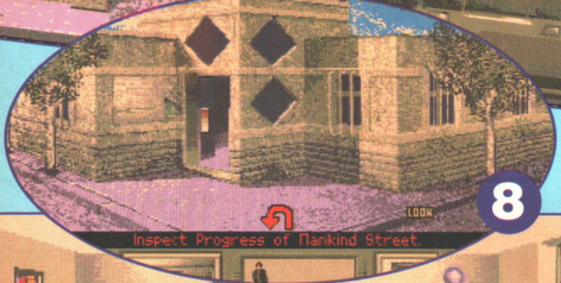
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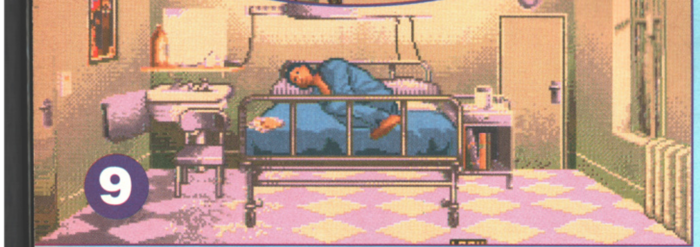
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8 go into. It turns out to be the Psychiatric Institute. Inside, choose the 'say' option which says "Here is my ID" and they'll let you in. Tell them you are Agabekov's colleague, find the Director of the Institute (Litinov), and then ask him a few questions.

9 When Litinov gives you clearance, go to Room 3. Don't bother asking too many questions here – you won't get anything out of the patient.

10 Go through the door at the back of the room, and you'll find yourself in the green room. Wait here. The professor who turns up will ask you a number of questions, as he is under the (perhaps forgivable) impression that you're mad. Give the obvious answers (don't say the world's a fluffy paper screwdriver, because it's silly) and when he asks who you are, tell him that you're Rukov, Agabekov's colleague.

11 Eventually the professor checks you out and lets you into his laboratory. During the conversation, admit that you're not Agabekov's colleague – the professor, understandably surprised at this new development, runs into the green room. Press the button on the right side of the bench to lock the doors, locking Tsibulenko in the green room. Don't respond to anything he does – just keep waiting until he says "I'll tell you anything...". Talk into the microphone and ask Tsibulenko several questions about the nurse Saneyeva, Protopopov, Agabekov, and the patients in Rooms 1, 2 and 3.

12 When he eventually passes out, go into the cabinet on the right. Spooky, eh? Press the button on the bench again to open the doors, and go to Room 3. There you'll meet Golvbev, to whom you should say the secret code-word "Saliva" *(Or should that be 'secretory' code-word? Ho ho! – Low-quality Biology-based Puns Ed.)*

13 Leave the Rogov Institute and go straight to the Hotel Gostinitsa. Here you can obtain Yakuchev's address from the down-and-out. Now go to Gorki Street and go in through the door directly in front of you – that's Yakuchev's apartment, that is.

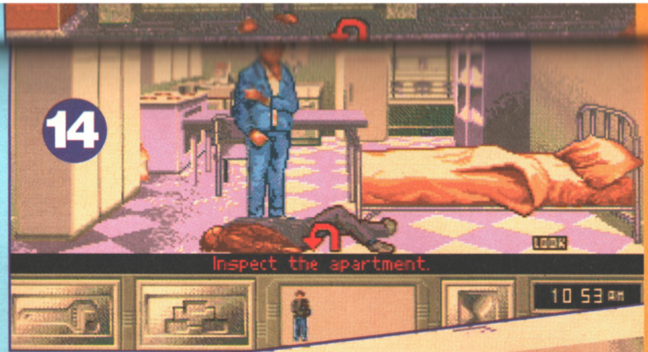
14 Inside you'll find Greenberg again. Ask him if either "Memory's Bible" or "The Book Of Death" are familiar to him and, furthermore, if he knows of a place called "the Motherland". If you inspect the bookmark that he's found, you'll discover the address of the gallery.

15 Exit and go to the Great Patriotic War Street. Go into the gallery and wait for the manageress to go to the back of the building. While she's there, you can hide in the closet. *(There's a lot of this kind of thing when you're a secret agent. It's not all James Bond you know. – Ed)* Wait for the two women to leave. Switch off the light on the paintings using the light switch on the left.

16 Go to the far room and look at the statue. Take the sword, then take the letter opener on the desk and put it in the statue. The painting slides to one side revealing a secret passage. Go into the secret passage and inspect the (da da-daa!) fake Gorbachev!

17 Savinkov and Vovlov come in. Don't get in the way as Vovlov kills Savinkov. And don't obey Vovlov, who wants to kill Protopopov (the fake Gorbachev). Next, Vanya and Yegor come in. Yegor knocks Vovlov's gun out of his hand – take the gun from the floor and shoot Vovlov.

18 With these guys out of the way, the fake Gorbachev can give his fake speech about Glasnost being all wrong and Communism being the only true path. And that's the end. Now go and do something sociable and talk to your friends or something. ●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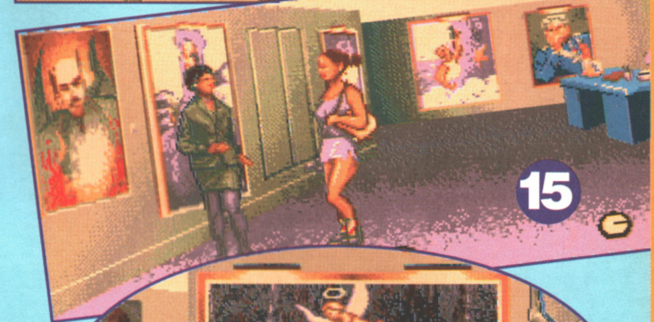
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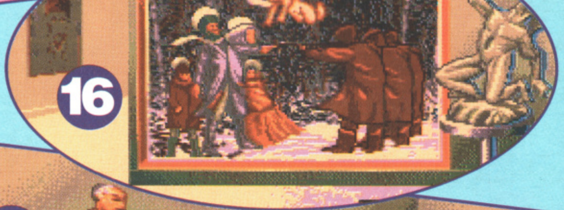
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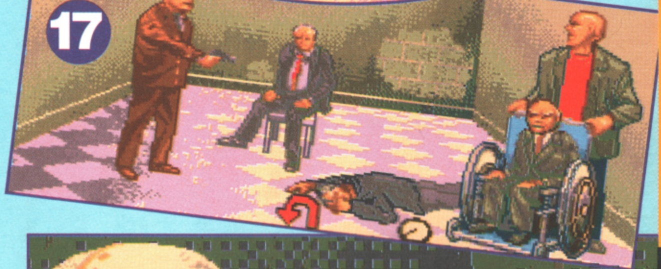
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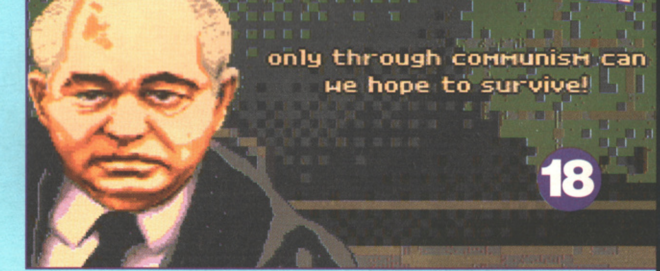
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A BIT CRAP?

Then you need...

THE LAST RESORT

with Jonathan Davies

Well, he isn't really a 'games guru', and he's no idea how he'd 'drop his science', but Jonathan Davies will do his best to help if you're stuck in an Amiga game.

Gathering her cloak about her, Melanie stepped briskly out into the chill night air. The note, which she now clasped in her hand, had been frighteningly specific: "Be at the front door of the museum at 2am tonight. Bring the dog." The King Charles spaniel yelped and barked at her feet. It seemed somehow to sense what Melanie couldn't, and its tail hung between its legs like a hangman's rope. Together they crossed the square, passed through the iron gates and entered the grounds of the museum. The dog slowed as they neared the main entrance, and its feet began to drag reluctantly on the gravel path. Suddenly, the doors creaked open. A gloved hand beckoned towards them. And a voice called to them through the darkness.

SHADOW OF THE BEAST 2

Q "I'm very stuck because, you see, I don't know the password to get past the shimmering dragon that's attached to a chain behind the stone block. Please, if you know the password, please tell me – I've been stuck for two-and-a-half years."
Warren Leat, Not getting any younger

A What you've got to do is kill Ishram the Dragon, whose prisoner will then tell you

LOOSE ENDS

There's no two ways about it: these are the questions I couldn't answer, but maybe you can.

Q "I'm stuck in INDIANA JONES AND THE FATE OF ATLANTIS, in the team path. In the room with the funny doors and the map of Atlantis, I don't know in what direction I have to turn the sunstone, the moonstone and the worldstone. Please help me or I am gonna die."
Maarten Vitringa, Holland

Q "I am deep in the dungeons in EYE OF THE BEHOLDER 2, having entered a room which says 'All who enter are doomed'. *(Looks like you're doomed, then. – JD)* The door has closed behind me and there is no way out. Also, I cannot rest to gain spells."
A Cavill, Ipswich

Q "You're not getting rid of me that easily. How about the room with a strange doorway which I can't open? Or the two locked doors which I can't open because I've only got one key?"
A Cavill, Ipswich

Q "I haven't finished yet. There's a room with nine pressure pads and ..." *(We've done that one before. Put things on them in a cross shape. – JD)*
A Cavill, Ipswich

Q "On CAPTAIN PLANET, on the fire stage, I can get into the space ship but when I go up into the sky I can't kill the man. How can I do this? Oh yes, and up a bit further it says 'exit'. There is a wall there and I can't go up again. How can I clear the stage?"
Pamela O'Neill, New Ross, Ireland

Q "I have come to a halt on level 5 of CADAVER with 94% of the game complete. The problem is I can only find one piece of Jude and two are needed for the gem lock in the corridor behind the room with the spiked floor. If the Dispel Evil spell is used on a Power Gem, both Power Gems disappear leaving behind only one piece of Jude. How do I get the other one?"
Darren Haddigan, Portsmouth

Q "I've been playing ULTIMA 6 for the past three months. I bought some spells on scrolls but can't use them. Anyone know how? And how do you make your characters harder, or move up a level? And (!) how do you get past the shields in the library at the Lycaeum?"
Chris Davey, Lichfield

Q "In MAGICLAND DIZZY, could you please tell me how to get past the lava and what the lamp is for? And the rubbish? And the milk bottle? The sword? How do you rescue Sleepy? PS I've been stuck on this for months."
Tony Leenan, Drury, New Zealand

Q "On level four or five of DUNGEON MASTER, I came across a mummy next to an inscription saying: 'He is my prisoner, let him suffer.' Well, I, erm, killed him, but later found it might have been possible to save him. Would saving him have been to my advantage?"
John Archer, Cardiff

Q "I am stuck in LEGEND, on level seven of Fagranc, in a room to the west of the dungeon. There are three doors, one on the eastern side of a channel of water, and two on the western side. The first door leads north, and is locked with an ornate key. Also, on the western side is a chest and lever. The lever opens a door on the western side, which leads to another chest. The only way to this chest is via that door. However, when the room is entered from the west (the water is impassable), the door leading to the trunk shuts before I can squeeze through."
David Phelps, Australia

the password. But to do that you've got to do the incredibly fiddly ropes, rocks and see-saws bit, and I'll be jiggered if I'm going through all that again.

OPERATION STEALTH

Q "I've been playing *Operation Stealth* for about six months and have been following a lot of your tips in The Last Resort. However, I am stuck above the pool of piranhas, and haven't a clue how to get any further than opening the cage with the pen."
Roy Turner, Nottingham

A Try using the watch on the right and left walls.

LEISURE SUIT LARRY 3

Q "What do I have to give Cherri Tart to get further in the game? I have the soap, the knife, the towel and a lei."
Mark Ashby, Banbury

A You have to give her the deed from the lawyer's office. (Well, so it says here, though I've not played it myself.)

GOBLIIINS

Q "On level five (the one with the three spiders and the pistol) *(That'll be level six, then. – JD)* how do you finish it? I've got the spiders away from the bridge, and away from the ladder and the hole in the wall, and now I'm stuck."
Sam Roberts, London

A Climb up the middle spider's web and hit the small web on the right. Use the gun on the biggest spider and the spider on the left. Pick up the pillow and drop it on the bottom platform, under the spider. Cast a spell on the middle spider and pick up the vial.

SENSIBLE SOCCER

Q "In AP 25 you present the new All-Time Top 100 and *Sensible Soccer* is at the top. One of the pictures is captioned 'Another tense goalmouth incident, viewed from the calm and safety of the Goodyear blimp.' I know what the Goodyear blimp is, but I don't know how to get this view or even if it's possible."
Paul Smith, Burton-on-Trent

A It was a 'joke'. (And not one of mine, I hasten to add.) You were looking at lots of screens joined together. Similarly, the right-hand caption (about the *Desert Strike* helicopter hoisting up players) should not be taken literally. Which brings me, and quite cleverly I thought, to...

DESERT STRIKE

Q "I'm completely stuck on level two. I can destroy the radars and the power station, but I can't get any further because I run out of missiles."
A Denison, Ilkley

A First: Don't use so many missiles. Blow up weedy things like radars sites with your cannon, and save missiles for really scary things like SAM launchers. Second: Get more missiles. There should be a reasonable number lying around. Try destroying buildings and things to find them. (With, of course, your cannon.)

CASES CLOSED

Only a fool would try to deny that these are the questions from previous Last Resorts which AMIGA POWER readers have subsequently managed to answer. Thanks, everyone!

INDIANA JONES AND THE LAST CRUSADE

Q Barry Tomlinson of Farnham could not win a fight against the guards.

A "You don't have to fight any of the castle guards – except for Biff, that is. Once you've given him the trophy of ale, he can be easily beaten with one punch. You just have to solve problems and say the correct dialogue lines to deal with the guards."
James Hampson, London

FUTURE WARS

Q Alison Cobley was trying to get into the boss's office, as well as hunting for a secret passage.

A "You can't get into the boss's office. You must get the bucket (from the scaffolding), operate the carpet, get the plastic bag from the bin, operate the cupboard, get the insecticide, operate the WC, get the flag from the floor, use the bucket on the sink, place it on the boss's door, operate the right hand door, use the key on the second cupboard from the left, examine the typewriter, operate the drawer, get the paper, operate the drawer, examine the map and use the flag on the hole near France on the map, which will open the secret passage."
James Hampson, London

ZAK McKRACKEN

Q Philip Colvin of Poole had a question.

A "The picture is in the map room, inside the face on Mars. (Go through the maze behind the first of the massive doors in the Great Chamber.) The second half of the yellow crystal is at the centre of the Mayan Temple."
James Hampson, London

ZOOL

Q Tristan Mullet of Bristol had run up against a brick wall in the form of a banana and a clock.

A "Go to the top of the slope and shoot the alarm clock once. This will make the banana move towards you. Go to the top of the slope until the screen locks, and keep shooting the banana in the eye. Don't bother with the alarm clock."
Matthew Holmes, Poole

WIZKID

Q Daniel Brewer of Broadstairs couldn't get out of the well. Or do some other stuff.

A "To get out of the well, go into the men's loo and press fire on the second-from-the-left toilet. Then go into the bucket and wait for it to take you out of the well. Secondly, I don't know if there's a quick way of getting the rubies from the clown, but I do know that there is one ruby in round one, another in round three, another in round seven and the last one on round eight. The clown will tell you what he wants to swap for the match and the spade. Give him these things and you'll have them. I don't know anything about the cross, though."
Tan Green, Romford

EYE OF THE BEHOLDER

Q James Bessant of Wareham couldn't get past the bit saying "Only the strong shall pass".

A "On level two (where you are stuck) you should have found three niches containing rations. When you remove the rations you'll hear the sound of a wall moving. When you've taken the rations from all three niches, return to the writing on the wall and the wall opposite should have disappeared, allowing you to continue with the level."
D Gill, Rotherham

Q And Anon of Dorchester couldn't kill the spiders on level four.

A "Start by saving the game before going through the web that you can see spiders behind, and then, if any of your characters are poisoned, you can re-load and try again. As a rule, always try to attack from the sides or rear with weapons such as swords and axes and from at least two squares away when using daggers, darts and magic."
D Gill, Rotherham

LEGEND

Q James Bessant of Wareham needed the Dark Tower password.

A "The password is 'KILIJAN', but you'll need to talk to the Ancient to find out what you have to retrieve from the Dark Tower."
Anon, London

Q Meanwhile, Marco Halper of Belgium was stuck on Fagranc level two.

A "To get past the spikes you need to push the lever in a room to the west of where you are. The room is locked with a silver key."
Anon again, London

SPACE ACE

Q Clive Stevenson of Kilkeel's heady progress was being obstructed by a floating robot.

A "Go right, then left twice (avoiding the stomping arms)."
Matt Hall, Great Yarmouth

ASSASSIN

Q Paul Kirkwood of Fife couldn't do level two.

A "Near the end of this level is a small hole in the ground – you'll lose a life if you fall down it. Next to this hole is a platform with a special weapon power-up on it, and then a much bigger hole. To reach the end of the level simply jump up and grab hold of the rod above, and continue right until you meet the guardian."
D Gill, Rotherham

ULTIMA 6

Q James McLagh of Redcar couldn't get out of the castle.

A "Use one of the two keys to open the gatehouse, and use the winch to raise the portcullis and lower the drawbridge."
Ray Smith, Milton Keynes

PLAN 9 FROM OUTER SPACE

Q Alison Cobley of Bradninch was being troubled by a flock of bats.

A "Carry a picture of Bela to the cave and the bats will leave you alone."
Ray Smith, Milton Keynes

GARFIELD

Q Michael Hall of Pen-y-Ffordd couldn't open Arlene's cage, and needed what he thought was a list of red herrings verified as such.

A "Drop some birdseed in the park near the woman to get the key to free Arlene. Ignore the other items, as they aren't needed to finish the game."
Ray Smith, Milton Keynes

LEMMINGS 2

Q The collective might of the AP team were thwarted by Outdoor world four – 'Deliverance'.

A "Make the first lemming a kayaker, then the next one an attractor to keep the rest on the left-hand side. Shoot arrows across the gap, then pour glue across it to make a bridge."
Shirley Baker, David Boyle, Kate Flannagan, Mrs R Barnes *(and others)*

Stuck in a game? Know a 'Loose End' answer? Either way, you should be writing to The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, marking your envelope 'Question' or 'Answer'. You know it makes sense.

THE SEC

It's the reader ad page – with a difference. This is where you can find all the top bargains AND admire gratuitous photos of the editorial staff in Victorian costume. Yes.

SOFTWARE

For sale: *St Dragon, Grand Monster Slam, Shadow of the Beast 2.* £10 each, original boxes, with instructions (except *St Dragon).*
Gordon Eddie
Tel: 0923 241570

For sale: *Harlequin, Jimmy White's Whirlwind Snooker, Crazy Cars 3, Street Fighter 2, Putty, Addams Family.* May consider swap for *Road Rash, Fire And Ice, Body Blows, BC Kid, Apidya* etc.
Stephen Grimsdale
Tel: 0473 788394

For sale: *Lords of Chaos, Apidya, Starglider 2, Dynablaster, Carrier Command,* half a meg upgrade. Phone for prices, after 6pm only.
Dave Russell
Tel: 0454 776108

For sale: Original boxed games – *Moonstone, Cruise for a Corpse, Powermonger, Kick Off 2, Blade Warrior, Mega lo Mania.* For sale or swap (anything considered).
Mr S M Bailey
Tel: 0721 723538 (after 6pm)

For sale: *Chaos Engine* £13, *Gods, Pinball Fantasies HD, EOB, Lotus 2, Warzone* £10 ono each. *Strider 2* £5 ono, *Wordworth* £30, all boxed, good condition with manuals.
Craig Dempsey
Tel: 0277 656508

For sale: *PGA Tour Golf, Kick Off 2, Player Manager.* Phone after 6pm.
Stuart Wilson
Tel: 0896 830505

For sale: Boxed and original – *John Madden's, Populous, Pacific Islands, F1 Tornado, Eric the Viking, Lemmings.* Sell/swap for anything reasonable.
Jon Dickinson
Tel: 0237 421528

For sale: *Robocop 2, Final Fight, Narc, Kick Off 2, Hollywood Collection, Wrestlemania.* Each one £10 – or all six for £50.
Adam Klein
Tel: 061 773 0173

For sale: *Ashes of Empire, Ishar, Lure Of The Temptress, Alien Breed, 2-Out,* and *Silkworm.* All £10 pounds each.
Matt Graham
Tel: 0823 480088

For sale: Sega Game Gear with three games. All boxed, with instructions. £115.
Jonathon Green
Tel: 0493 667911

For sale: *Stunt Car Racer, Tornado Ground Attack, Lombard Rally RAC.* Boxed with instructions. All for £15, or £5 each.
Giles Sheehan
Tel: 0428 722132

For sale: About 20 games inc *Putty, Indy Atlantis* (adventure), *Championship Manager, Mega lo Mania, Awesome, Graham Taylor* etc. These games £15, all others £5-10.
Max Rushden
Tel: 0223 65327

For sale: *Midwinter 2, Dizzy Prince Of The Yolk Folk, Photon Paint 2.*
Matthew McDwyer
Tel: (Co Donegal, Ireland) 075 51438

For sale: *Project X, Dynablaster, Graham Taylor's* and more – all offers considered.
David Schofield
Tel: 0524 735749

For sale: *Rise Of The Dragon* £15, *Keef the Thief* £10, *Smash TV* and *Hudson Hawk* £5 each. Will swap for decent games.
Kristian Biggs
Tel: 0705 589931

For sale: *Euro Football Champ, Simpsons, Frenetic* and *Beast 2,* £6 each. *Plotting* and *Oops-Up*, £5 each. *Kick Off* and *NZS,* £4 each.
Asad Islam
Tel: 0753 860224

For sale: £7 each, *Putty, James Pond, Robocod, Zool, Heimdall.*
David Ashby
Tel: 0892 832650

For sale: All boxed originals – *Dune, Curse Of Enchantia, Lure Of The Temptress, Putty, Premiere, Lemmings 2, Wing Commander* – £10 each. Phone after 6pm.
Mick Poutney
Tel: 0902 670451

For sale: *History Line 1914-1918, Mega lo Mania, Knightmare, Supremacy* and *Top League.*
Nicholas Ward
Tel: 0992 441120

HARDWARE

For sale: A500 one meg 'Screen Gems' pack, inc *SF2* & *Leaderboard* – £250 ono.
Craig Hesmondhalgh
Tel: 0253 595496

For sale: Audio Engineer 2 sampler, hardware and software. Cost £180, will accept £90.
L Foster
Tel: 0812 300 5495

For sale: Pro Sound Designer – sampler, MIDI interface and full-size 5-octave dedicated keyboard – £100 ono.
Colin Hogg
Tel: 0256 471910

For sale: Cameron Handy Scanner for the A500 – £30.
Edwin Blackie
Tel: 0875 614837

For sale: Sega Game Gear with three games. Boxed with instructions. £115 ono.
Jonathon Green
Tel: 0493 667911

For sale: C64, disk drive, printer, heaps of games (both disk and tape) and books – £200.
Bryan Strachan
Tel: 0358 42579

For sale: 1.5Mb upgrade by Virago Developments with fitting instructions – £35. Phone after 6.
Mark Frost
Tel: 0752 845910

For sale: Atari Lynx 1 with *California Games* and *Gauntlet 3.* Also Sun Visor. Mint condition. £100 ono.
Jamie Clarke
Tel: 0203 598503

WANTED

Wanted: *Curse Of Enchantia.* I will pay up to £25 with instructions and boxed.
Martin Kennelly
Tel: 0691 70301

Wanted: *Lords Of Chaos* plus extra scenarios. Will buy separately at any reasonable price.
Richard Quinney
Tel: 0206 867162

Wanted: *Touchdown* by Strikeforce. I have a few games I would trade for this, even a two-for-one swap!
Mr P J Jones
Tel: 0582 33229

Wanted: Copy of *Balance Of Power,* boxed with instructions. Will offer

CRET GARDEN

reasonable amount. Please phone and ask for Shuab.
Shuab Salam
Tel: 0483 506139

Wanted: Second-hand GVP Hard Drive (complete) for Amiga 500. Ring after 4pm and ask for Christian.
Christian Ardern
Tel: 0834 813768

Wanted: *Combat School* on the Amiga. Swap or pay price, it doesn't matter. Phone after 6pm, ask for Steve.
Steven Leader
Tel: 0533 737503

Wanted: *Gem'X*. I would like an original boxed copy with instructions. Price negotiable.
Martin Crossan
Tel: 0786 817762 (after 5pm)

Wanted: And wanted badly – *Hunter*, by Activision. I will pay up to £14 for an original or good copy with full instructions. Phone after 5.30pm and ask for Mark.
Mark Sanderson
Tel: 0670 518482

Wanted: *Pro Tennis Tour 2, Jaguar XJ220, Nick Faldo's Golf* and *Chaos Engine*. Boxed originals only. Swap for – *Robocop 2, Rainbow Islands, WWF* or *Final Blow*.
Michael Goodall
Tel: 081 394 0083

Wanted: *Waterloo* and *Austerlitz* in reasonable condition – will pay a good price for them.
Nigel Roberts
Tel: 0923 824292

Wanted: *Badlands, Super Off Road* or *Carnage*. I will pay up to £8.00 for one of these games (preferably *Badlands*).
Mark J Brady
Tel: 0224 743 097 (after 6pm)

Wanted: *The Sentinel* (Firebird). Will pay up to £15 (with full instructions). Also older penpals (I'm 23 years old).
Brian McCarthy
Tel: 0727 872457

Wanted: *Graham Taylor's Soccer Challenge*. I will pay £10 for it, no box. With instructions. Phone after 4pm.
Billy Tanner
Tel: 0634 660323

Wanted: Urgently wanted! *Star Control*, any condition, will pay around £15 or swap for any of my games.
Nathan Mead
Tel: 081 947 1114

Wanted: UK SNES, PAL version, with two joypads. Must include *Mario Kart, Zelda 3, Pilotwings* or *NCAA Basketball* in any combination. Will pay up to £150.
Jamie Robertson
Tel: 0950 60274

Wanted: Cheap second-hand A500 Plus hard disk drive, above 40Mb, any make or model.
Jared Schiller
Tel: 0489 576 074

Wanted: *Sonic The Hedgehog*. Will pay up to £12 for it. Phone after 5pm.
Joseph Gros
Tel: 0684 592775

Wanted: *Sim City* and *Elite*. I will pay ten pounds for an original boxed copy, with instructions.
Oliver Mustoe-Playfair
Tel: 0795 426696

Wanted: *Shanghai* for my Mum. Boxed or not as long as it works. Phone after 1700 hours.
Robert Mullen
Tel: 0383 730889

Wanted: *Persian Gulf Inferno*. Will pay up to £20 for it.
Justin Braham
Tel: 021 624 3763

Wanted: Games X magazines, especially early editions, eg issues 4, 5 and 6. Will negotiate price if in good condition. Ring after 6pm.
David Saunders
Tel: 0472 347070

Wanted: *Paradroid 90* – will pay 15 pounds for an original boxed copy and instructions. If you can help ring me after 6pm weekdays, except Thursdays.
Ryan Brown
Tel: 0752 339934

Wanted: If anyone has a conversion of *Bounces* or a PD rip-off version then I want to know about it fast (it was originally on the C64).
Simon Geary
Tel: 041 942 8712

Wanted: *Deluxe Print* by Electronic Arts. Phone Ian after 4pm.
Mr I G Beadnall
Tel: 0642 583917

Wanted: *Advanced Pinball Simulator* by Codemasters. I will pay up to eight pounds for an original with instructions.
D Taylor
Tel: 081 985 2894

Wanted: *Deuteros*, will pay up to 15 pounds for original boxed copy. Please phone after 6pm and ask for Alun.
Alun Feather
Tel: 0600 715163

Wanted: *Dogs Of War* and *Hot Hatches*.
Omar Al Ramadhani
Tel: 0323 730662

I want the first copy of EDGE. But then, who doesn't?

SWAPS

Swap: *Legend* with hint book for *Body Blows, Crazy Cars 3* or *Super Hang On*.
Joe Sells
Tel: 0602 393158

Will swap: *Monkey Island 1, 2, Bonanza Bros, Parasol Stars*, all boxed originals. Offers of comparably priced games.
Iain Wright
Tel: 051 526 5011

Swap or sell: *First Samurai, Putty, Cruise For A Corpse*. Similarly priced games considered for swap.
Paul Brunskill
Tel: 0484 685432

Swap or sell: *G Taylor's SC* and *Man Utd Europe* for *Championship Manager* or *Premier Manager* or good cash offer.
James Wylie
Tel: 0365 323964

Swap or sell: I've got three C64 compilations (*Go Crazy, 100% Dynamite* and *Star Wars Trilogy)* that I'll sell for £5 each, or swap for Amiga games.
Russel Guppy
Tel: 0243 866596

Swap: *Pinball Dreams, F16 Combat Pilot, Lemmings* or *Test Drive 2* for *Monkey Island*.
Jonathan English
Tel: 0225 837322

PEN PALS

Jason
104 Barn Rise, Seaford
Sussex BN25 3DD
Anyone interested in Amiga games? Guaranteed 100% reply.

Elizabeth
27 Oakleigh Gardens
Oldland Common
Bristol B515 6KJ
Weird but wonderful girl into ice-skating, music, horse riding and rugby. Wants to be penpals with anyone who enjoys playing computer games.

Robin
102 Churchill Rd
South Croydon
Surrey CR2 6HB
I like drawing, reading, playing games and painting on my Amiga. Want to write to someone who's slightly odd.

Peter
35 Cotley Cres, Cottesmore
Leics LE15 7AH
I want a male or female penpal aged 11 or 12. I've got an A600 and my other interests are history and reading.

Peter
66 Dyffryn Rd, Alltwen
Swansea SA8 3BY
101% reply for anywhere in the world. Write to me – I'm your man!

Joel
172 Northwich Rd
Weaverham
Cheshire CW8 3AY
A1200 owner wants a pen pal who'll swap games with him.

You can visit The Secret Garden for free – but no profit-making, DIY public domain libraries or sad-boy lonely hearts, please. Send your coupons to The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

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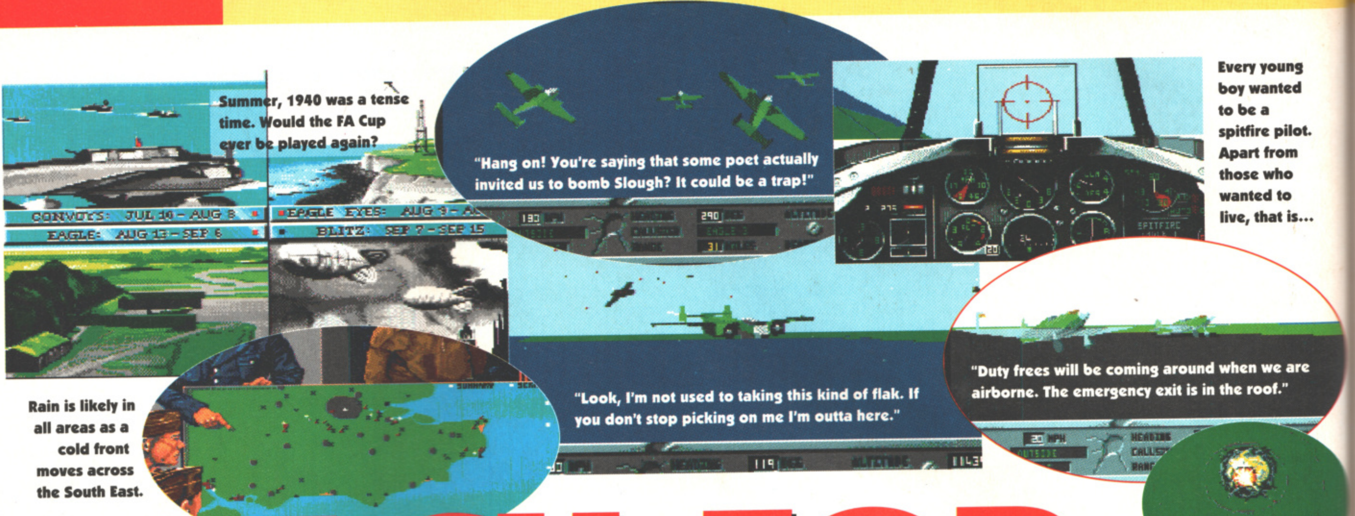


Summer, 1940 was a tense time. Would the FA Cup ever be played again?

"Hang on! You're saying that some poet actually invited us to bomb Slough? It could be a trap!"

Every young boy wanted to be a spitfire pilot. Apart from those who wanted to live, that is…

Rain is likely in all areas as a cold front moves across the South East.

"Look, I'm not used to taking this kind of flak. If you don't stop picking on me I'm outta here."

"Duty frees will be coming around when we are airborne. The emergency exit is in the roof."

REACH FOR THE SKIES

Darn it! I'm never going to get used to this tricky landing business.

Reach for your wallets, more like – it's pricey but it's fun.

Game: Reach For The Skies
Publisher: Virgin Games
Authors: Rowan Software
Price: £30.99
Release: Out now

Where's Douglas Bader, that's what I'd like to know? We've been waiting 37 years for the licence of this classic war film and now that it's finally come out there isn't a legless flying ace in sight – although the way I fly it might look like I've been 'hitting the bottle' a bit. *(This pun appears courtesy of Carry On Wing Commander, Ealing Studios, 1964. – Ed)*

Reach For The Skies – the game – is a Second World War flight sim that's got a strategy element thrown in for good measure – okay, I know that, for the unconverted, that sounds like a combination even more hideous to contemplate than Hale and Pace. But hold on there, 'cos *Reach For The Skies* is one of those rarities – a flight sim that just might appeal to non-flight-sim fans (the ones who can put their prejudices aside and their brains into gear for a second).

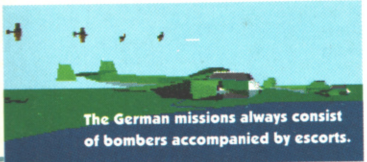
> **"The flight simulation sequences are top-notch"**

So here's your mission briefing: it's 1940 and the Germans are bombing England while the RAF defends the country from attack. You can choose to play as either the stiff-upper-lipped English mob or the stiff-lower-limbed (well, what else explains that march?) Hunnish bunch in the prequel to the 1966 World Cup. The RAF get to fly around in Hurricanes and Spitfires while the Luftwaffe have Ju87s, Ju88s, Do17s, He111s, Bf109s and Bf110s.

Your next decision: do you want to be a Flight Controller or just a lowly pilot? Choose to be a controller and you have to deal with all the strategy-type bits, though you do still get to fly missions. It's best to practise as a pilot first, otherwise, no matter how great a strategist you are, if you fly like a dodo then you'll let the side down, old chap.

Dive! Dive! Dive! Oops, sorry, got the wrong war movie genre.

The flight simulation sequences are top-notch stuff. They're fast, exciting and, best of all, easy to get the hang of. Yeah, sure, the manual's full of diagrams that look like a physics project, but for once it all seems to make sense and you can be up and loop-the-looping and dog-fighting in no time. The autopilot helps, sure, but you'll realise that as soon as you engage in combat you have to switch that off and rely on your own skills.



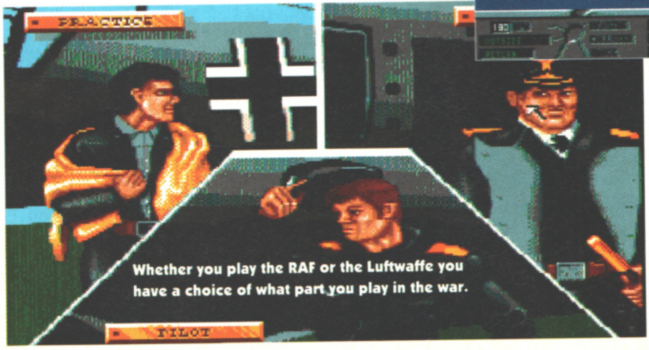
The German missions always consist of bombers accompanied by escorts.

The authors, Rowan, also haven't gone overboard in the realism stakes. The accelerated mode means you don't spend ages hanging about in the air before anything good happens, there's a handy info panel in the cockpit which summarises what all the dials are saying (which can be switched off) and even a choice of flight realism levels. Basically, the more confident you become, the more difficult you can make the game for yourself, *F1GP*-style.

As for the strategy bits – well, you know the way that some sports sims have training sections that are really tedious and just get in the way of the action? *Reach For The Skies* is almost the exact opposite. Planning attacks (if you're in the Luftwaffe) or your defence strategy (if you're in the RAF) actually gets you more involved with the game. The only shame is that the presentation of these sequences is so uninspired, especially considering how classy the flight sections look.

Blimey, a whole WW2 flight sim review and not a single mention of chocks… *(Snip! – Ed)*.

● ***DAVE GOLDER***



Whether you play the RAF or the Luftwaffe you have a choice of what part you play in the war.

UPPERS Nippy, smooth flight sequences packed with action and a strategy section that's actually worth playing.

DOWNERS It's expensive, some of the graphics are unclear and weedy, there are strange lulls in the action and playing the Germans isn't half as much fun as playing the RAF.

THE BOTTOM LINE

A lot more exciting than most flight sims, it's well worth checking out if you're interested in the genre but usually put off by manuals of War And Peace proportions.

80 PERCENT

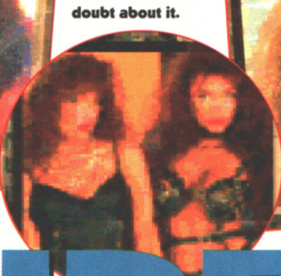
THE BOTTOM LINE

A1200 It's a mite faster compared to the chuggy old 500 or 600, but frankly not that much different when the chips are down.

Here's Kate. For some obscure reason she'd like to take her clothes off for you.

I can't remember this one's name. Something like Muriel, probably.

Jane? Anyway, she likes cars.


These are 'The Twins'. There's no doubt about it.

Cynthia (maybe) has got a nasty cold sore.

Really can't remember. Sorry.

BACK SIDES

Well, it isn't a very good version of Othello. But phwoar, eh lads?

Game: Back Sides
Publisher: Emotional Pics
Authors: Several people who, for some reason, only give code names
Price: £25.99
Release: Out now

"Strip... Othello?" I'll admit that, when Stuart pressed *Back Sides* into my hand, I did actually blink. Twice.

"Strip Othello," he confirmed. The idea behind *Back Sides* is actually quite clever. Sort of. You know how, in Othello, you have to flip counters from your opponent's colour to your colour? Well, in *Back Sides*, the counters are replaced by tiles, and when you flip them to your 'colour' they reveal parts of pictures, the idea being that you've got to earn the right to get a good look at the pictures by winning games.

And, programmers being programmers, the pictures are of naked ladies. Or, at least, ladies that start off sort of naked-ish, and then get more and more naked as you win games and work your way through the difficulty levels.

The levels are numbered: 1 (tediously easy), 2 (completely impossible unless you think each move through for at least half an hour before doing it), and, er, that's about as far as I got. So I didn't actually get to see many 'naughty bits', except a couple that seemed to be poking out by accident in one of the 'Level 1' pictures.

My limited brain power was, of course, largely to blame. But I couldn't help feeling a little hard done by when, every time I misplaced a piece and conceded defeat, I found myself back on the title screen (after much disk accessing). There are no second chances in this game. (Well, you can get around the problem by saving your position, but that's extra hassle.) And, talking of technical flaws, *Back Sides* has got plenty more. Like the horrendous amount of disk accessing, which I just mentioned. And the 'Abort' icon, which, if you click on it, does just that – there's no "Are you sure? Y/N" or anything. And the general scruffiness of the whole thing.

> "It is quite a novel idea, after all"

But presumably the 'girls' themselves are supposed to make up for all that. So, how do they look? Well, Kate's quite nice, but the rest are a pretty unseemly bunch, and I'm sure they look much nicer with their clothes on. (To be honest, I'd rather have had some nice landscapes unfolding before my eyes. Or some pictures of famous people. Or a Far Side cartoon, which you can only read once you've uncovered all the tiles. Or maybe they could have worked some animation into it. Anything, really.)

Revenge of the Superglue.

It's become something of a tradition when reviewing a strip poker game to mark it down simply for being a strip poker game, muttering something about top-shelf magazines being much cheaper and having better pictures in. Now I wouldn't know about that, but I do know that a proper review is meant to consider the target audience's requirements above those of the reviewer. And I have to assume that there are people out there to whom the concept of a strip Othello game might seem quite appealing. It is quite a novel idea, after all.

But it just hasn't been very well done. The Othello-playing side of things works okay, but the basic mechanics are all over the place. And, while the naked ladies might appeal to some quarters, the pictures are a bit too fuzzy to be of much, er, practical use. Perhaps a better strip Othello game will come along one day. Perhaps one won't. I'm not too bothered either way. And I wouldn't advise you to be either, even if you're really into both Othello *and* rude pictures.

● ***JONATHAN DAVIES***

UPPERS It's actually quite an original idea for a game. No, come on, it is. And it plays a mean game of Othello, which is at least a major advance on the spectacularly poor card-playing of the last 'strip' game we saw, *Cover Girl Poker*.

DOWNERS Needless to say, the whole 'nakedness' thing is, er, questionable. But whether or not it appeals to you is entirely your business. What isn't in question, however, is that a minimal amount of time seems to have been spent on making the game work properly. Restarting from Level 1 when you lose? Oh dear.

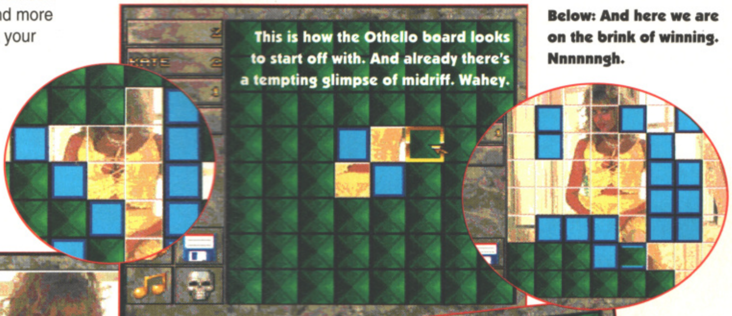
THE BOTTOM LINE

Okay, so it probably wouldn't have got much higher a mark if it did work properly. But *Back Sides* (apparently the title is an unfortunate 'translation from the Danish word for flipping things over' mishap) seems far more intent on giving you hassle than whatever it is it's meant to achieve. Personally, I hated it.

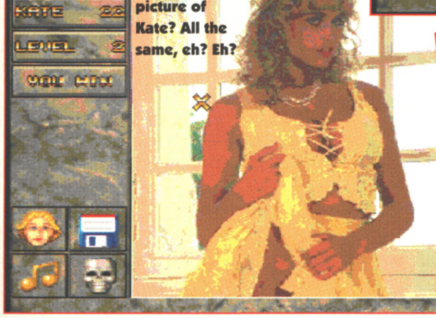
20 PERCENT

THE BOTTOM LINE

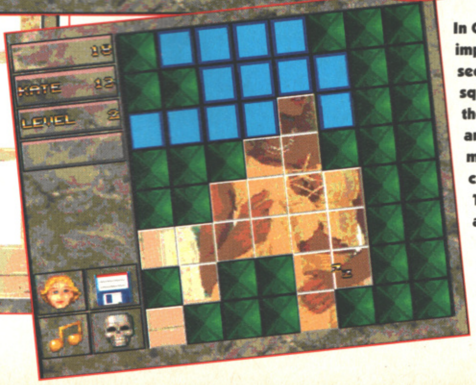
A1200 Would you believe it? There's an 'enhanced' 1200 version too. It's really good to see the AGA chip set being put to proper use at last. Not.


This is how the Othello board looks to start off with. And already there's a tempting glimpse of midriff. Wahey.

Below: And here we are on the brink of winning. Nnnnnngh.



Another picture of Kate? All the same, eh? Eh?



In Othello, it's important to secure the squares at the edge and, even more so, the corners. Trouble is, all the best bits are right in the middle...

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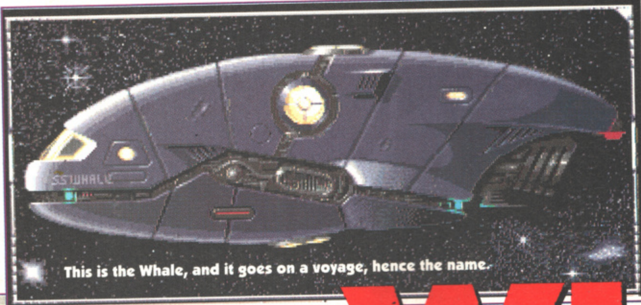
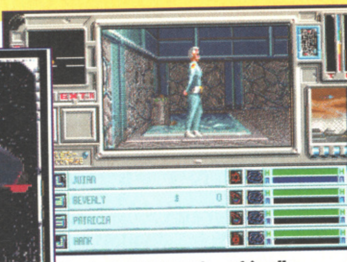
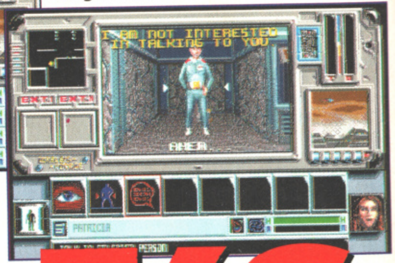
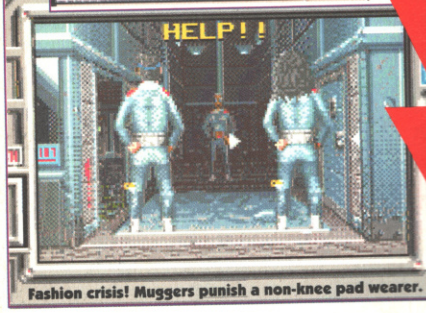

This is the Whale, and it goes on a voyage, hence the name.



You're lost, but look – a friendly looking gent to have a chin-wag with.


I'M NOT INTERESTED IN TALKING TO YOU

Humph. It's good to see that, in the future, strangers will still be rude and inconsiderate.



Fashion crisis! Muggers punish a non-knee pad wearer.

WHALE'S VOYAGE

It's not a whale, it's a spaceship. And it has adventures.

Game: Whale's Voyage
Publisher: Flair
Authors: NEO Software Produktions
Price: £29.99
Release: Out now

Where did this one spring from? Can you imagine the shock of turning up to the Amiga Format Live show to find that there's a demo of THIS game on OUR games arcade, and none of us had ever heard about it before? What embarrassment in admitting that, even though we're the most concentrated pool of Amiga games knowledge ever to be collected in one reinforced concrete bunker in Bath, this German game just seemed to have slipped by us.

Even as we sleep, Shaolin assassins disguised as office cleaners infiltrate software firms that haven't fallen into our twilight world of deceit and deception to rummage through bins and discarded floppies in the hope of gleaning some previously-unheard facts.

We do this ALL FOR YOU, OUR READERS, but still this one crept up on us. Heads will roll for this, and that's for sure. Even as I write, black Mercedes are transporting wide-eyed captives to flooded gravel pits all over England. "What have I done?" they'll ask, as they're thrown into the dark, icy waters. But our staff of disgraced Sumo wrestlers are under strict orders not to explain to these minions why they'll be spending an eternity embedded in muddy silt. They failed the magazine. It's as simple as that.

Buy things off that bloke from the Pet Shop Boys.

So what's *Whale's Voyage* all about then, and was it worth the huge loss of personal liberties that we've inflicted upon our sources? Answering these questions in order, it's a role-playing/space trading game, and probably not. It comes on seven disks so it's absolutely huge, but it's also massively inaccessible. The game starts with a unique character generation system that involves picking the character's parents, school and further education (I kid you not) as well as dubiously dabbling with mutagens to alter their DNA and produce extra strength or ESP powers.

Fine and slick so far, but once you've entered the game, you find the ship orbiting a planet with no fuel, no money to buy fuel, and nothing to sell to make a bit of dosh. All you can do is beam down to the planet and once you're down in this seedy city, the game kicks into a 3D run-around *Eye Of The Beholder*-type affair, and in a fast-updating sort of way, you're ready to begin your adventure. But why? The manual's no help, and the key to the game's hidden annoyingly well.

> "The key's hidden annoyingly well"

My first game consisted of bumping into people who told me to "Shut up!" and finding empty shops. Eventually, in an alley that I'd passed several times before, a man was being mugged, and once I'd killed the attackers, he rewarded the team with money and gave them a quest. Bingo! Into the game at last, and only an hour of fruitless wanderings preceding it.

Things get little better after this. The game's based more on adventuring than trading, which seems a pretty hit-or-miss affair, and although there's a 2D space battle bit as well, it just seems to have been thrown in there to try and provide a little (let's face it, much-needed) variation.

This is a huge RPG, and if you're into *Dungeon Master*-type games, then you'll probably enjoy sinking your teeth into it, as it's all highly polished. It's also completely soulless, and never once did I feel at all involved with any of the on-screen activity. When an adventure game seems as mundane and normal as everyday life, then frankly it's time to start wondering why it was written in the first place.

● *MARK WINSTANLEY*

UPPERS Technically competent. Large and challenging for diehard adventure fans.

DOWNERS Very inaccessible at first, and once you've got into it, virtually indistinguishable from any other game of the genre. The manual's unhelpful in the extreme, and the game lacks atmosphere to the point of asphyxiation.

THE BOTTOM LINE

This one plays the adventure game playbook to the letter, and the end result's a product that's entirely competent in every way (graphics, sound, storyline) but just fails to shine in any respect. It's a consumer product rather than a game.

59 PERCENT

THE BOTTOM LINE

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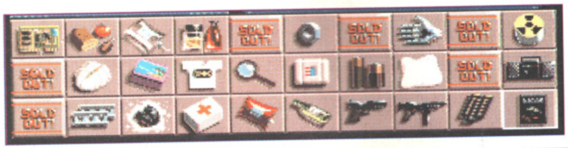

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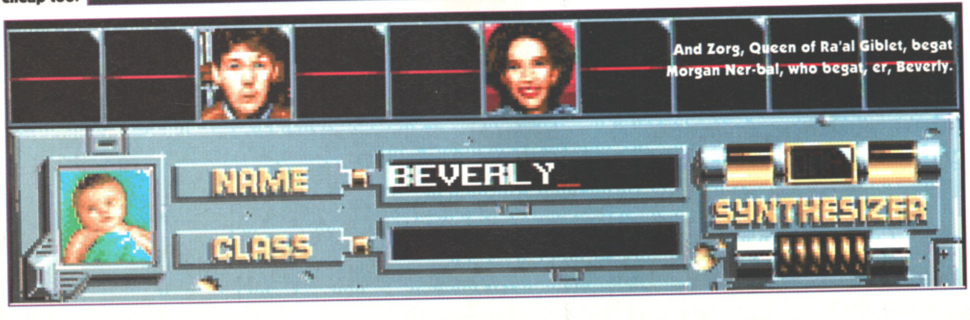
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And Zorg, Queen of Ra'al Giblet, begat Morgan Ner-bal, who begat, er, Beverly.

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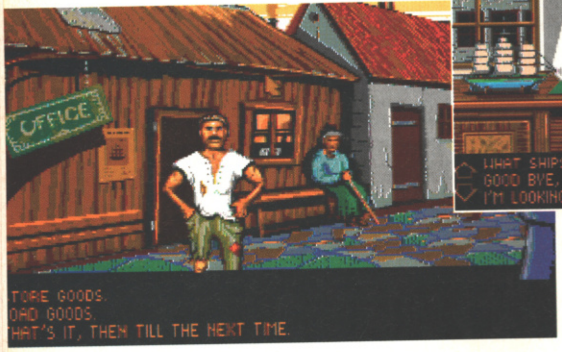

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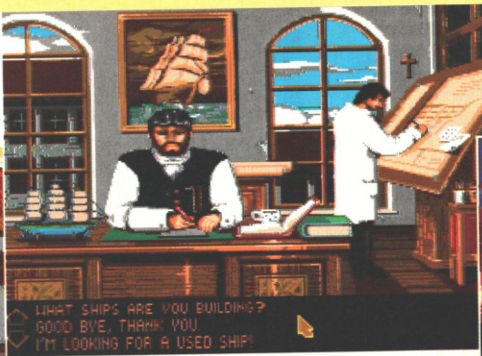

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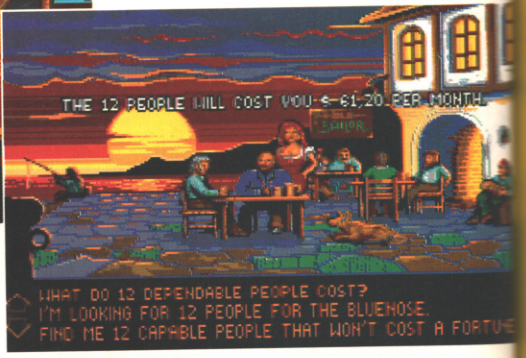

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1869

Game: 1869
Publisher: Flair Software
Author: Max Design
Price: £29.99
Release: Out now

Certain dates ring with historical resonance. Everybody knows what they signify, what events they are connected with. 1066. 1215. 1492. 1869. 1914. 1967. 1984. 2001. Er, wait a sec. Backtrack a bit there. 1967? Okay. My birthday wasn't exactly an event of world-shattering significance. But 1869? What the heck happened in 1869? Well, it's the year the Suez Canal opened, and… er… well that's about it I think. So it's not immediately apparent what *1869* the game is all about, especially since the game rather confusingly opens in 1854.

Well, luckily for you I'm here to tell you that what it is, in fact, all about is high seas trading. One flick through the 140-plus-page manual leaves you in no doubt about that. The first hundred pages or so are a detailed history lesson on sea trade in the latter half of the 19th century. To confirm this impression, it's packed with pictures of ships – schooners, clippers, steam ships, the lot. And apparently, 1869 was a really significant date in shipping. I'll take their word for that. I've got a job to do here, so it's slam in Disk A and straight to the instructions.

1869 is a trading sim, but don't let that put you off (but then, if the manual hasn't put you off, nothing will). It's actually a pretty engrossing and complex game for up to four players, if you're into that sort of thing. You start owning a shipping line that's got no ships and no stock. Not very promising. But you do have £700,000 to spend (a fair few bob in the 1860s), so it's not all bad news. So give your company a name, decide which major port you want to start at and go off in search of a ship, a crew and some stock.

After that, the aim of the game is, quite simply, to make a profit. You do that by buying goods at one port and selling them at another, hopefully at a higher price. When you've got enough money you buy more and better ships, and open up branches of your company in other countries (which also gives you warehouses where you can store goods).

All the negotiations are carried out using a system swiped straight out of *Monkey Island,* but don't hold that against it. The 'choose what you want to say from a list' approach works perfectly (although the attempts at humour fall a bit flat). In fact all the control systems are pleasingly straightforward to learn and use, yet still flexible enough to keep the game varied and unpredictable.

But just to make sure things don't get too settled the game also takes into account historical events of the time, which means you have to as well. For instance, you'll get told that the Crimean War is under way. This affects you in two ways. You can make a quick profit by supplying arms to either side, but equally you could find yourself trapped in the Black Sea when it gets cut off by the British and French.

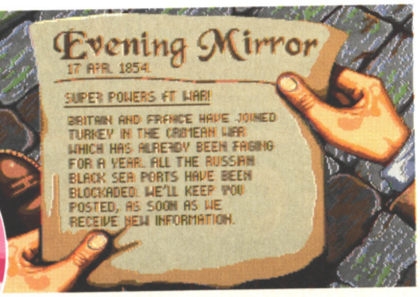
Throw in a few more complications like taxes, ship repairs, paying your wages, civil wars, warehouse looting – things like that – and you get a game that's got enough meat to keep strategy fans chewing over schemes for a hours.

But strategy fans only, I'm afraid, 'cos *1869* isn't going to win any converts. Despite some decent enough graphics, it's all very static. The major news events all happen 'off-screen' as do storms, mutinies and lootings – you just get a message flashing up telling you what's happened. Similarly with the voyages themselves – no animations, no red line appearing on the map, just the ship vanishing from one port and appearing in another. Visually, it's fairly flat, and you never really feel very involved with what's going on.

Good, but for strategy converts only.

● ***DAVE GOLDER***

Try to sell arms to the Russians after this message appears and the gentleman below will want a word.



Evening Mirror
17 APR. 1854.

SUPER POWERS AT WAR!

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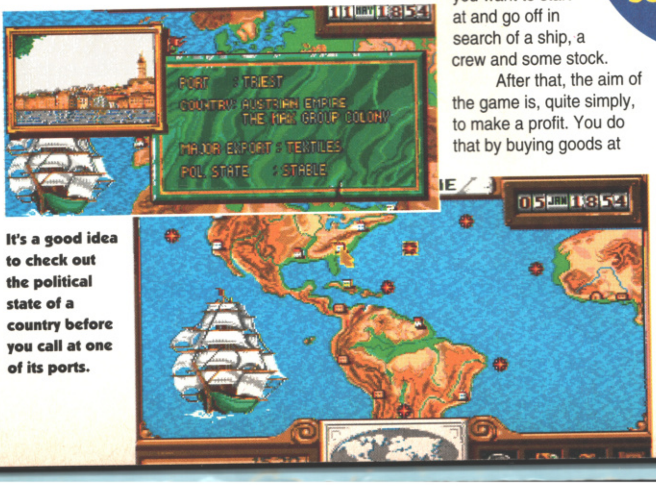
LET'S GET THOSE BLOCKADE

> "A detailed history lesson on sea trade"



PORT : TRIEST
COUNTRY: AUSTRIAN EMPIRE
THE MAX GROUP COLONY
MAJOR EXPORT : TEXTILES
POL. STATE : STABLE

It's a good idea to check out the political state of a country before you call at one of its ports.

Right: Anyone who calls their company The Onedin Line is a deeply sad person.

UPPERS A fairly addictive strategy game with lots going on. It's easy to get into but still complex enough to keep it interesting. The manual's great if you're doing A-Level history.

DOWNERS Visually it's a bit yawnsome and you feel too distanced from the action for much of the time. Feeble attempts at humour *(Look who's talking. – Ed).*

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A1200 It works fine on the 1200, but there are no particular enhancements to spice it up.

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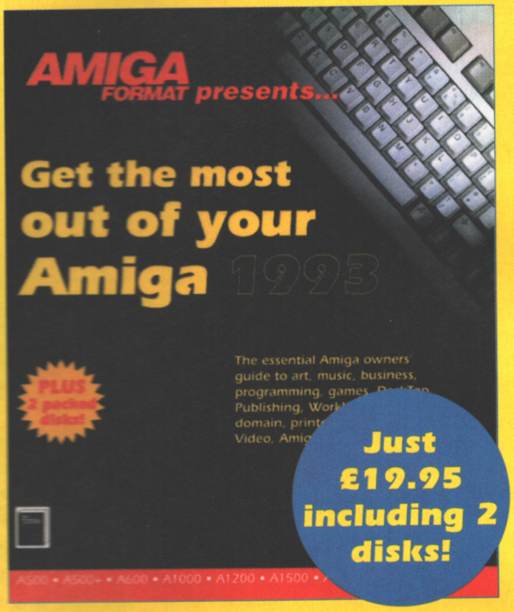
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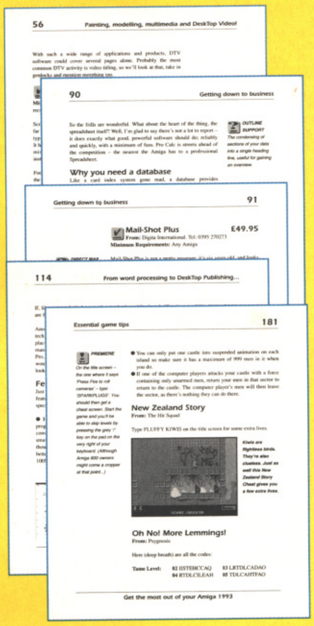

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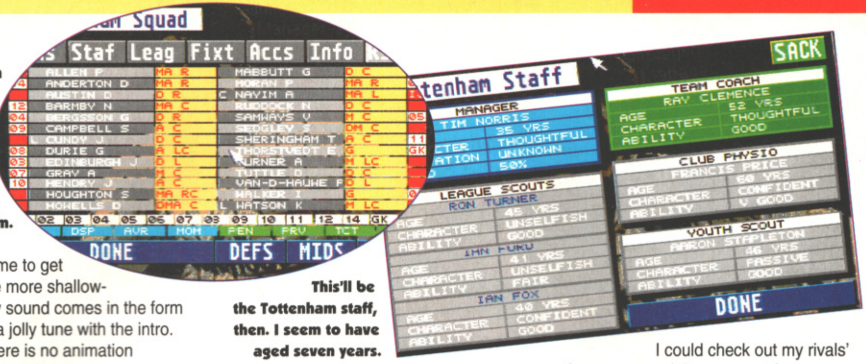
Game: Championship Manager '93
Publisher: Domark
Authors: Original game by Paul and Oliver Collyer, enhanced by Intelek
Price: £25.99
Release: Out now


Squad
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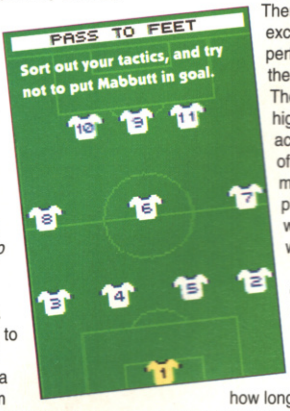
ANDERTON D
AUSTIN D
BARMBY N
BERGSSON G
CAMPBELL S
CUNDY J
DURIE G
EDINBURGH J
GRAY A
HENDRY J
HOUGHTON S
HOWELLS D
MABBUTT G
MORAN P
NAYIM A
RUDDOCK N
SAMWAYS V
SEDGLEY S
SHERINGHAM T
THORSTVEDT E
TURNER A
TUTTLE D
VAN-D-HAUWE F
WALKER I
WATSON K
DSP
AVR
MOM
PEN
PRV
TCT
DONE
DEFS
MIDS
tenham Staff
SACK
MANAGER
TIM NORRIS
35 YRS
THOUGHTFUL
UNKNOWN
50%
TEAM COACH
RAY CLEMENCE
AGE
CHARACTER
ABILITY
52 YRS
THOUGHTFUL
GOOD
LEAGUE SCOUTS
RON TURNER
45 YRS
UNSELFISH
GOOD
41 YRS
UNSELFISH
FAIR
IAN FOX
40 YRS
CONFIDENT
GOOD
CLUB PHYSIO
FRANCIS PRICE
60 YRS
CONFIDENT
V GOOD
YOUTH SCOUT
AARON STAPLETON
46 YRS
PASSIVE
GOOD
DONE

Mostly it's just a load of charts and stuff. This one gives you full details of your squad and lets you pick your team.

This'll be the Tottenham staff, then. I seem to have aged seven years.

My daily journey to work takes a little over half an hour, and I do quite a bit of thinking in that time. I plan my work for the day and, if I have a review to write, I try to come up with a really ace idea for an introduction. Introductions are very important in AP reviews. Which is a shame because, despite the 150 miles I've covered since I was first given *Championship Manager '93*, I haven't been able to come up with a decent intro at all. Damn. I guess it's going to have to be one of those 'talking about the game a lot' reviews and the team are all going to laugh at me for being so pathetically unimaginative. Damn.

You won't be astonished to find that *Championship Manager '93* is a football management sim. Nor will you be surprised to find that it's a new and improved version of *Championship Manager*. The review copy came with a list of no less than 37 additional features. Well, actually, it came with a list of exactly 37 additional features and I'm not sure why I bothered to say it like that. I suppose it makes it all sound a bit more exciting.


PASS TO FEET
10
9
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2
1

Sort out your tactics, and try not to put Mabbutt in goal.

I think it's time to get rid of a few of the more shallow-minded. The only sound comes in the form of a jolly tune with the intro. There is no animation except for some performance bars during the progress of the game. There are no match highlights. There is no action of any kind to speak of. It's about management, tactics, and planning. If you don't want to think, you won't want to play.

Right, that's got rid of them. There's a 'quick start' option, but quick start options are for wimps. We want it all and we don't care how long we have to wait. Which is a good thing, because setting up the proper version of the game takes about 15 minutes. You choose your own main characteristic (I decided to be 'thoughtful'), choose your team (Tottenham, of course, what other team is there?) and the machine chugs away for a week and a half setting up all the team data and stuff.

Then you play. Arrange a few pre-season friendlies, pick your squad, keep an eye on injuries, watch out for decent players on the transfer list, accidentally play Gary Mabbutt in goal (oops, bit of an oversight, that – still, we only lost 1-0, perhaps there's a lesson there for Spurs). Then you get into the season proper.

Matches are played, players are bought and sold, the board lets you know how well it thinks you're doing and the whole thing, despite the apparent lack of action and excitement, is enthralling. You can experiment with your squad, change tactics and formation during the game, accidentally put Gary Mabbutt in goal (I can't believe I did that), and generally try to be a better manager than the chaps who make their livings doing it.

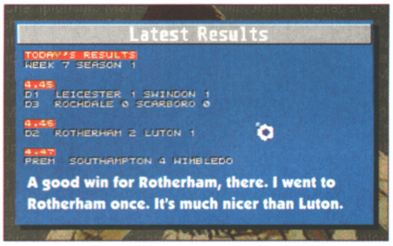
> **"And you don't have to wear a camel coat, either"**

One thing that particularly entertained me was the TV teleprinter-type results service that started giving me all the results on a Saturday afternoon. I could check out my rivals' performances and then pop out for a cuppa (just like you do on a Saturday afternoon when you're only interested in your own team's results and are waiting for Beverly Hills 90210 to come on).

If there's anything you can think of that you'd have to do as a footy manager, it's probably in here, with the possible exception of having a glamorous partner and living in a large country house decorated in dubious taste. Oh, and you don't have to wear a camel coat, either.

There's not much in here for the action fan, but if you want something that'll get yer brain going, then it's worth a look. I enjoyed myself immensely and I'm going back for more. I wonder if I should try Gary Mabbutt in goal again...

● ***TIM NORRIS***



Latest Results
TODAY'S RESULTS
WEEK 7 SEASON 1

4.45
D1 LEICESTER 1 SWINDON 1
D3 ROCHDALE 0 SCARBORO 0

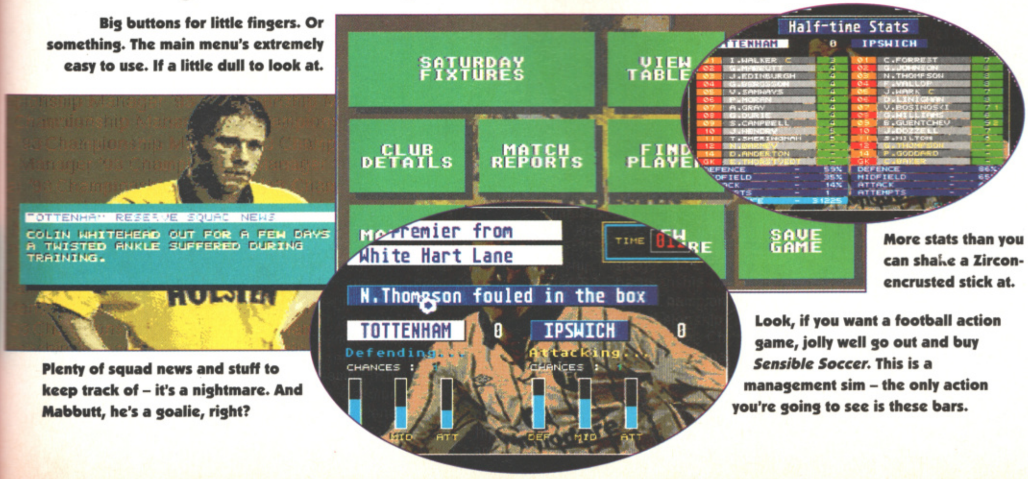
4.46
D2 ROTHERHAM 2 LUTON 1

4.47
PREM SOUTHAMPTON 4 WIMBLEDO

A good win for Rotherham, there. I went to Rotherham once. It's much nicer than Luton.

CHAMPIONSHIP MANAGER '93

Domark get back on top form with an off-the-pitch footy sim.


SATURDAY FIXTURES
VIEW TABLE
CLUB DETAILS
MATCH REPORTS
FIND PLAYER
SAVE GAME
Half-time Stats
TENHAM
0
IPSWICH
I.WALKER
G.MABBUTT
J.EDINBURGH
G.BERGSSON
V.SAMWAYS
P.MORAN
A.GRAY
G.DURIE
S.CAMPBELL
J.HENDRY
T.SHERINGHAM
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J.DOZZELL
S.MILTON
G.THOMPSON
P.GODDARD
C.BAKER
DEFENCE
MIDFIELD
ATTACK
ATTEMPTS
59%
35%
14%
1
31225
86%
TIME
Premier from
White Hart Lane
N.Thompson fouled in the box
TOTTENHAM
0
IPSWICH
0
Defending...
Attacking...
CHANCES
MID
ATT
DEF
MID
ATT

TOTTENHAM RESERVE SQUAD NEWS
COLIN WHITEHEAD OUT FOR A FEW DAYS A TWISTED ANKLE SUFFERED DURING TRAINING.

Big buttons for little fingers. Or something. The main menu's extremely easy to use. If a little dull to look at.

More stats than you can shake a Zircon-encrusted stick at.

Plenty of squad news and stuff to keep track of – it's a nightmare. And Mabbutt, he's a goalie, right?

Look, if you want a football action game, jolly well go out and buy *Sensible Soccer*. This is a management sim – the only action you're going to see is these bars.

UPPERS There's masses of information, huge numbers of decisions to be made, and an astonishing attention to detail. It has pretty much all the features you could want from a management sim.

DOWNERS No pretty match highlights to watch. No action, in fact, of any kind. Not too fast-moving.

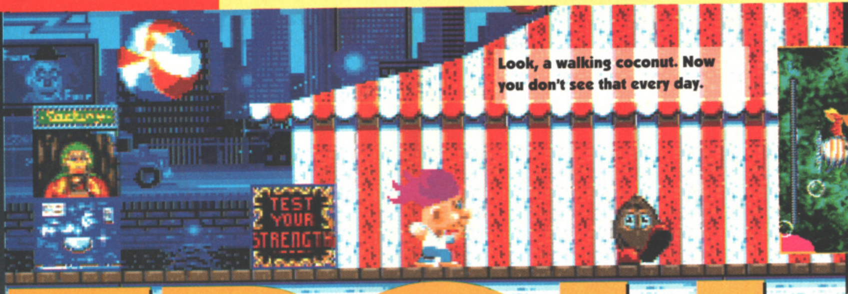
THE BOTTOM LINE

Championship Manager '93 is an excellent management sim. There's plenty of competition around from the likes of *Graham Taylor's Soccer Challenge* and *Premier Manager*. But while it lacks the action scenes of the former, it's a bit more involved than the latter, and is well worth considering if you haven't got either of them.

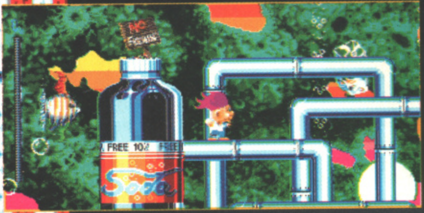
80 PERCENT

THE BOTTOM LINE

A1200 The A1200 is a 32-bit home computer from Commodore. And boy, does this game run on it. Yes.

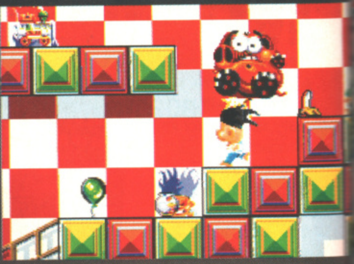


Look, a walking coconut. Now you don't see that every day.



A giant soda bottle with a purple-haired troll next to it. Another odd sight as far as most of us are concerned.

TROLLS
ENHANCED 1200 VERSION



The Surprised Elephant is one of Picasso's early 'Red' period works. It's very funny.

Introducing the best 1200-only game so far. With trolls in it.

Game: Trolls 1200
Publisher: Flair
Authors: In house
Price: £25.99
Release: Out now

In cutesy-wootsy platform land things just seem to be getting cuter all the time. And they don't get much cuter than this, mate. Little stubby trolls with cute hair and even cuter smiles jumping around levels full of cute toys and sweets with sweet, toy cutey things all over the place. And if you thought trolls were cute, you wait till you see a baby troll, a creature so cute that it redefines the word 'cute' and requires a whole new adjective to even come close to describing just how cute it really is.

The gist of the plot is that the aforementioned baby trolls require rescuing from eight different levels. It's not really explained why they're lost in the first place, but I'm sure it doesn't matter because it's really just an excuse for a platform romp of cuddly cute and colourful proportions.

Now, this is the A1200 enhanced version of Flair's big platform licence, and so once again we come round to assessing whether its enhancements are significant. Well, I'm going to say straight away that this is probably the first 1200-specific game that I've been impressed by. Aside from the obvious speed improvements to existing games, such as *Wing Commander*, *Legends Of Valour* and just about any flight sim that will run on it, there has been some disappointment over so-called 1200 enhancements. The only one with any obvious differences is *Zool 1200*, and opinion is divided over this in the office (Stuart sees it as an improvement, I think it's actually less satisfying than before).

> "They really are cor-wow-fab looking"

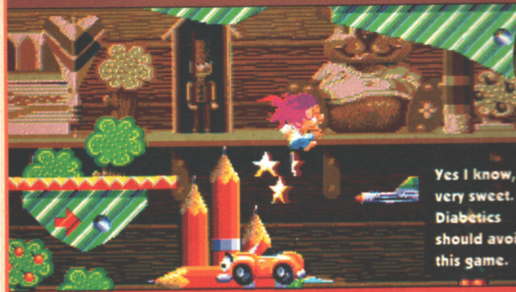
The enhancements in *Trolls 1200* are immediately apparent. In place of the empty graduated backgrounds are some positively sumptuous parallax-scrolling beauties. But while *Zool 1200's* backgrounds seemed to be just a scattering of objects vaguely related to each level, those in *Trolls* integrate far more effectively into the action.

They really are cor-wow-fab looking as well. The Fable land's lush rolling countryside is breathtaking, and Toy level benefits from a perfect sepia-toned backdrop. The animation seems slightly smoother too, with the 1200 obviously handling the scrolling better than the original, even with all the extra graphics. The gameplay is exactly the same as the original, which is to say it's an above-average platformer which breaks away from the linear constrictions of most games of this genre.

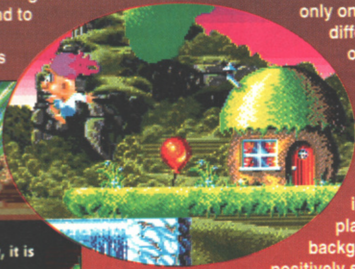
It's not my personal favourite platform game, but it sure is a fine one and should appeal to all platform-loving console-envying gamesters out there.

If you like platformers you'll love it, and you'll especially like this 1200 version. It's the first game that's made me think, "Wow, the 1200's not just faster – it looks better too." Hurrah. If future releases are up to this standard then 1200 owners everywhere can rejoice, while the rest of us can start saving our pennies.

● *TIM TUCKER*

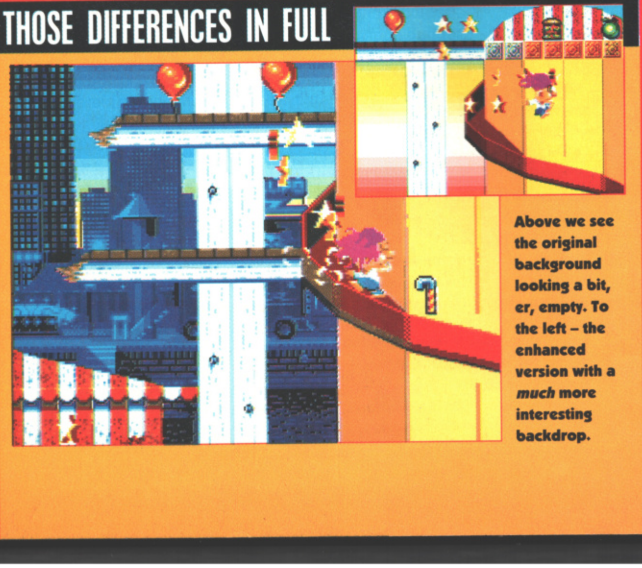


Yes I know, it is very sweet. Diabetics should avoid this game.

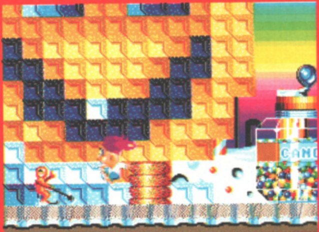


The most gorgeous enhancements are in Fable land.

THOSE DIFFERENCES IN FULL



Above we see the original background looking a bit, er, empty. To the left – the enhanced version with a *much* more interesting backdrop.



Candy land is just plain baffling. What *is* that little guy on a scooter doing?

A1200

UPPERS Absolutely gorgeous graphics enhance an already highly playable platformer. Loads of levels, smooth scrolling and generally all round fun-ness. Some welcome humour too – I still haven't stopped laughing at the surprised elephant yet.

DOWNERS Some of the levels are just too scatty, and the non-linear nature of the game can occasionally detract from the gameplay.

THE BOTTOM LINE
At last a game for the 1200 which shows what it can really do. Take a look at this over someone's shoulder and I guarantee that you'll soon be saying things like "Ooh, let's have a go." A real treat for 1200 owners.

86 PERCENT

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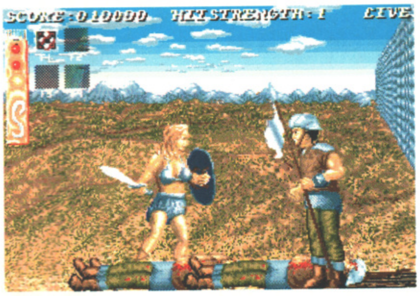
BUDGET

They call them 'budgets', and low priceyness is their chief prerogative. Which is no bad thing if you like getting more games for your money. Or the same number of games for a smaller sum than you might otherwise have paid. Probably.

SWORD OF SODAN

Publisher: Global Software
Price: £7.99
Release: Out now



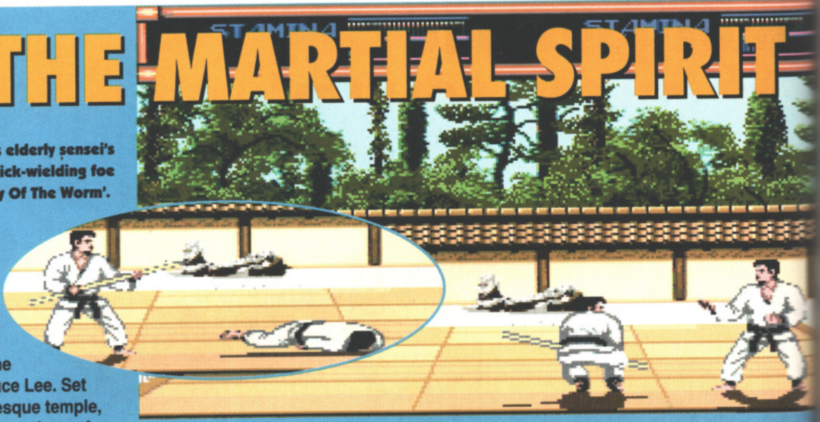
Marilyn was a 90s woman trapped in an ancient world, and hated it when men called her 'babe' and 'darling'.

The thing about the budget pages is that me and Tim have to play masses of games thoroughly before writing a few short passages on each. This means we spend far more hours in front of a TV screen than is recommended by the local optician, generally just separating the wheat from the chaff. As is invariably the case with the budgie section, we're currently standing (metaphorically speaking, of course) knee-deep in chaff, with about enough wheat for a small bowl of cereal, or maybe a few slices of Hovis.

Now then, looking at the pictures dotted around the screen, you could be fooled into thinking that the dubiously-titled *Sword Of Sodan* is in fact one of the gems that's currently (metaphorically speaking, of course) having milk and sugar poured over it, or nestling under layers of butter and jam. Indeed, this would be a good guess, for the graphics are just so big, just soooooo big, that you could draw a (rather misguided) *Street Fighter 2* comparison, in a "Hey everyone, look at the size of these characters, they're nearly as big as those in *Street Fighter 2"* sort of way.

Nope, 'fraid not. *(Tim told us a joke about that, but it's so very poor that we won't inflict it on you. – Ed)* Although it's masquerading as an arcade adventure, it's really just a pretty looking beat-'em-up with

BUDOKAN – THE MARTIAL SPIRIT



Koji remembered his elderly sensei's training, and baffled his stick-wielding foe by utilising 'The Way Of The Worm'.

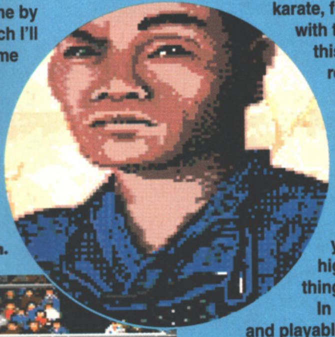
Publisher: Hit Squad
Authors: Electronic Arts
Price: £12.99
Release: Out now

It takes a totally alien culture (such as, the Japanese for instance) to not only revere violence, but also to turn it into an art form. Manga videos regularly splash gore across today's screens, whereas the cult show of the 80s was the game show 'Endurance', where beaming members of public revelled in being tortured in front of the cameras.

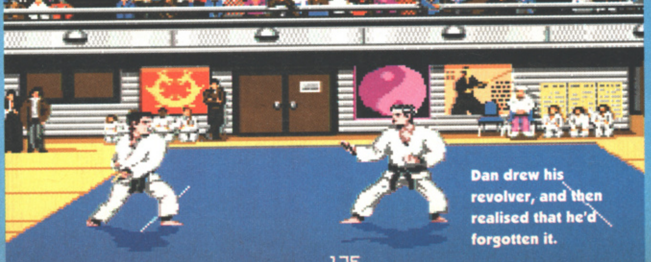
This strange fascination with pain (although completely understandable to me) doubtless stems from the warrior creeds of the Samurai and Ninja, fearsome 14th century fighters who enforced the ruling warlords' laws with ruthless determination. In England, our national heritage consists of flat beer, football and soggy fish and chips. But in Japan it's eating sushi, silently creeping into people's bedrooms to assassinate them, and bashing people in the neck with the flat of your hand. It's as simple as that.

***Budokan's* a beat-'em-up that goes back to these lofty, ancient principles. If *Street Fighter 2's* based on all those crappy, straight-to-video Van Damme movies, then Budokan gets its inspiration from the 70s 'Shaolin Death Monk' type titles that marked the rise of the late, great Bruce Lee. Set in an authentic Shaolin-esque temple, you're presented with the options of practising four martial arts, having a go at a bit of free sparring, or entering the Budokan arena for a (quite literally) knockout tournament.**

The four disciplines are Karate, Kendo, Nunchaku and Bo, and the dullest one by far is Kendo, which I'll waste no more time on. Although the guts of the game is the tournament, the practice sessions are pretty neat as they add extra oriental atmosphere and also provide essential practice. Hence the name. Using only a joystick and fire button, you get your money's worth in moves – 31 different ones for karate, for instance, and 34 with the nunchuks. With this many options, you really need to know how to work your character, otherwise you'll end up waggling your joystick muttering "It's a naff control system, this", while your opponent does highly questionable things to your bod.



Smiling during the tournament was generally frowned upon.



Dan drew his revolver, and then realised that he'd forgotten it.

In fact, it's a very simple and playable system, with more complex moves being accessed by moving the joystick, then pressing fire and moving the joystick again (easier than it sounds) and all the moves look like authentic martial arts ones. If you're in a scrape, then there aren't any fire bolts or upside-downy-twirly-spinny-attacks to get you out of trouble, just old fashioned realism.

What's disappointing about this is the speed, or rather lack of, that it runs at. Everyone's got used to action games whipping along at brain-frying speeds, but *Budokan's* progress is merely pedestrian. This isn't as much of a problem as it sounds, as it all ticks over fast enough for you to act and react to your opponent's move. If you shift your focus from the game speed to the gameplay, then there's masses of fun to be had, especially in the two-player mode. Definitely one for all you 'Enter the Dragon' fans.

● ***MARK WINSTANLEY***

THE BOTTOM LINE

It's far from fast and furious (great alliteration, huh?) but it's certainly quite fun. The enjoyment lies in learning the moves before trashing the baddies, not just ploughing into the fights. It's good fun, but there's no getting away from it being extremely slow, and the disk accessing's a drag as well.

63 PERCENT

even prettier scrolling backgrounds. The problem is that, with the characters taking up so much of the screen, there's very little space left for them to (metaphorically speaking, of course) stretch their legs. Pretty much all you can do with your warrior (male or female), is walk around, swing the sword, kneel, or swing the sword while kneeling. The difficulty curve consists of killing people, then killing people while avoiding stationary traps, then moving obstacles, then harder enemies, then tougher traps, and so on.

So then, just enough time for a player's tip – should you ever feel like playing this tedious game. Kneel down and press fire as often as you can. It's by far the best way of killing baddies. Snore.

● ***MARK WINSTANLEY***

THE BOTTOM LINE

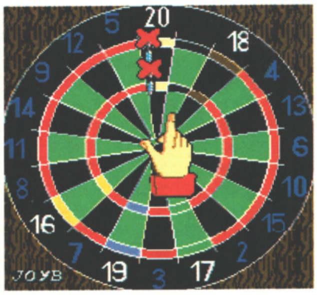
Great big fat and juicy graphics do not a fun game make. And they can't hide paper-thin gameplay either. This really is a big pile of crap. Metaphorically speaking, of course.

29 PERCENT

BULLY'S SPORTING DARTS

Publisher: Alternative
Price: £9.99
Release: Out Now

Bullseye was always one of the Great British Institutions. The week just wasn't complete until you'd seen a nice ordinary couple make complete idiots of themselves on television. Even then they'd



This is a dart board. It's formed by a wire frame over compacted coconut fibres.

501
COMPUTER
494
LEG SCORE THROW
381 120
COMPUTERS
FASTEST
COMPUTERS REQUIRES 381
BULLY'S SPORTING DARTS

Metal projectiles are then embedded into it, forming a popular pastime in pubs.

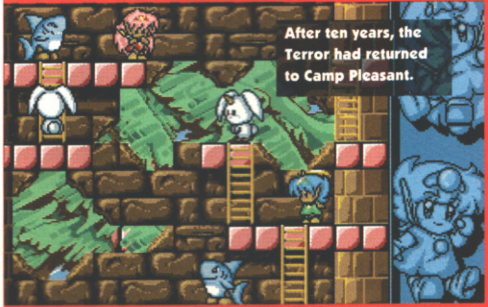
RODLAND

Publisher: Kixx
Price: £9.99
Release: Out now

Having been available on the *Raving Mad* compilation for quite a while, now isn't your first chance to pick up *Rodland* at a bargain price. But the fact that you're bothering to read this review must surely mean that you're one of the people who haven't taken advantage of that chance yet, so I'm going to point you in the right direction. Now it really ought to be enough to tell you that *Rodland* is the Number 29 game in our current All-Time Top 100, but since that would be little use as a way of filling out this review to the prescribed length, I'll have to elaborate further.

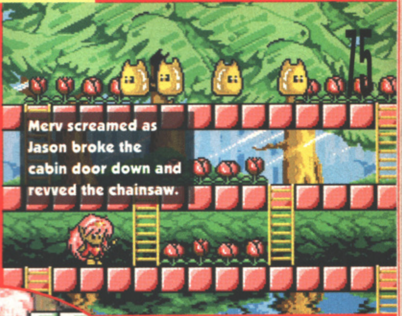
Rodland is a cutesy platform game. That much you can see for yourself. So, er, forget I mentioned it. Um... help! Existential crisis! What do I do now? Where am I? What's going on? What's my name? Aargh – *("Telemessage! Telemessage for Mr. Campbell." – British Telecom operative)* Hang on, what's this? *("Get a blimmin' grip on yourself, man. Good grief, I turn my back for a couple of minutes and everything turns to jelly. Now pull yourself together and get on with it before I come back and clout you one. Tch." – Linda 'thoroughly fed up with the taste of grapes' Barker)* Er, sorry. Where was I again?

So, *Rodland*. Cutesy platformer. You and a chum play a couple of fairies out to rescue their mum from some bad dude. As ever, this involves smacking lots of primary-coloured funny little blobby creatures in the teeth until they cry (quite literally, in the case of the sharks). So far so normal, but *Rodland* is a game so beautifully constructed as to completely transcend the normal boundaries of formula. (I think.)

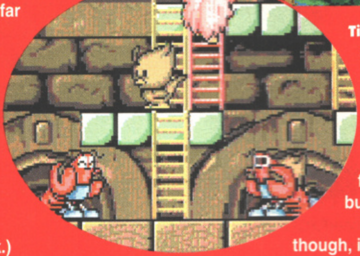


After ten years, the Terror had returned to Camp Pleasant.

For a start, this is a game truly deserving of the accolade (if that's what it is) 'cartoon graphics'. The graphics aren't particularly big (or, indeed, hard or clever), but everything's done with a cartoonist's sense of exaggeration – bombs explode in a huge multi-coloured flash with 'BOOOOM' in the middle, bad guys are dispatched by impaling them on the end of a 'magic rod' and smashing them from side to side on the ground with grand overhead swinging actions, and one of the enemies is, in the words of Tim and Mark, 'a mincing starfish with a poached egg on his back, who lobs boomerangs at you', which frankly isn't really the kind of thing you'd see walking down the street in everyday life. Bright colours and lovable baddies are the order of the day, along with predictable (but no less endearing for it) chirpy burbly music.



Merv screamed as Jason broke the cabin door down and revved the chainsaw.

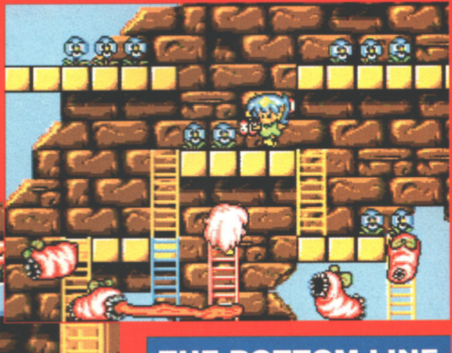


Time after time, the meathook fell until Julie was silenced. Forever.

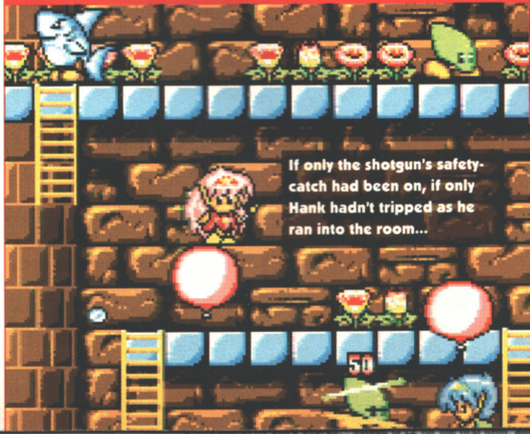
The gameplay, though, is where *Rodland* leaves almost every other platformer in the world stuck at the starting gates. Deviously constructed so as to be very easy to actually play, but constantly tempt you into trying slightly clever things which promise big rewards but invariably lead to an embarrassing death, this is a computer game of the old school and no mistake. (Indeed, as I'm fond of pointing out to complete strangers in Post Office queues for a 'joke', it's very strongly reminiscent of the *Mr Do* series of ancient coin-ops. You can check this theory out for yourself by searching for a few months until you find a copy of the Amiga version of *Mr Do Run Run* and playing that, or buying *Mr Do* itself on the Game Boy. But that's enough console talk.)

So, *Rodland*. It's one of the few games that I keep in my special safe drawer in the office so that nobody nicks it (along with *Sensible Soccer, Dynablaster, Speedball 2, Mr Do Run Run* and *Asteroids)*, and that's just about the highest recommendation I can muster for anything.

● ***STUART CAMPBELL***



"I hope you burn in Hell!" spat Ingrid, as her life-blood drained away into the ground.



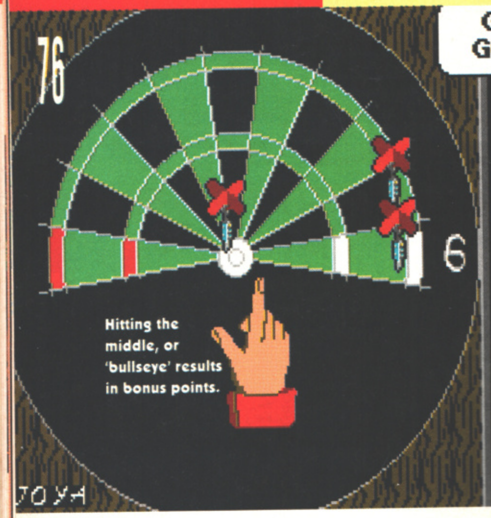
If only the shotgun's safety-catch had been on, if only Hank hadn't tripped as he ran into the room...

THE BOTTOM LINE

An absolutely gorgeous game that everybody here adores with all their heart. Beautifully designed, superbly executed, and now dirt cheap. Only the stupidest person in the world wouldn't buy it now.

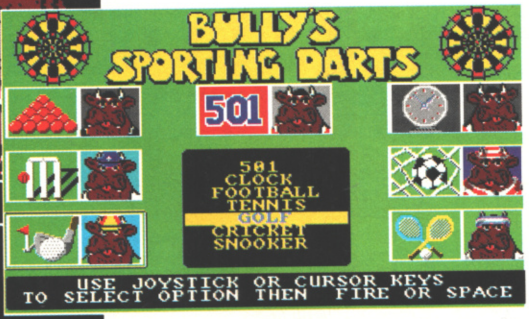
92 PERCENT

www.nsoft.co.uk • www.cinema4d.com
delivery is £4 (2-3 day service) or £6 for guaranteed next day delivery (hardware is always sent by courier). All prices



Hitting the middle, or 'bullseye' results in bonus points.

GREAT GOAL !
LIVERPOOL
ARSENAL
GOAL ! TO LIVERPOOL



The earthlings have many other so-called 'entertainments', which they play in medium-sized social groups for recreational purposes. On their dart boards.

always fail to win a speedboat or something equally useless. Did anyone ever see a contestant win the speedboat? I certainly never did.

Bullseye may have sunk without trace but Bully lives on. *Bully's Sporting Darts* gives you the chance to score a hole-in-one in snooker, pot the black in cricket, or score a century in tennis (or something like that). Yes, even those of us who are crap at sport can compete in the comfort of our own Amiga.

I think football should be played Bully's way all the time. None of those fancy kits and telephone number salaries – games should be won or lost on the throw of a dart. Think of all the money clubs would save on all-weather pitches. The only problem is that I still can't get Liverpool to thrash Arsenal. Got to keep trying I suppose.

Some sports I've never seen the point of. Take golf. I used to walk my dog across a golf course. I risked my life every time. You walk around an expanse of grass, hitting a white ball with no idea where it's going to go. Most golfers only shout a warning when the ball's heading straight for you. But this is more like it. No wind, no rain and no windows to break. I even got a few holes-in-one. I could even get to like it.

There's snooker, cricket and tennis to try as well. Cricket goes on for ever if both you and your opposition are rubbish. If you're batting, you have to score over 40 with three darts to score any runs. Simple. But if you're the team who are fielding, you have to hit the bullseye twice to get the other team out. I was in bat for hour before we called a truce.

From the point of view of someone who had a dartboard set up in their room for most of their childhood, this is nothing like playing the real thing. That's why we play this sort of game. I'm rubbish at the real stuff, but at snooker sims I can hold my own. *Bully's Sporting Darts* is rainy afternoon fun, and brilliant to play with your mates when you're too tired to go out. I've only one thing to say. Super, smashing, lovely – just look what you could have won...

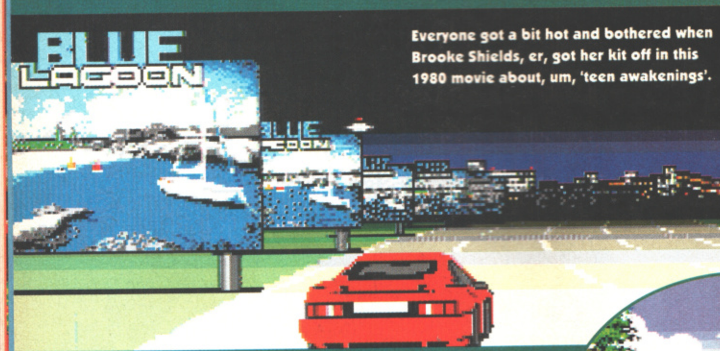
● ***SARAH TANSER***

THE BOTTOM LINE

Bully's a lot better for your health than playing darts in a smoky pub. There's even 'Round the old Joanna' music for true Eastenders atmosphere. It's brill for team championships, though cricket is impossible if you're not very good, and some of the games get a bit monotonous after a few rounds. But a bit of 'Bully' does you good.

70 PERCENT

LOTUS TURBO CHALLENGE 2



Everyone got a bit hot and bothered when Brooke Shields, er, got her kit off in this 1980 movie about, um, 'teen awakenings'.

Publisher: GBH Gold
Price: £9.99
Release: Out now

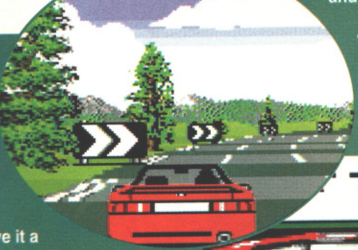
Bit of a sacred cow, this one. There are many people out there who'll tell you that this is the Amiga's best driving game of all time, a fact that I can only attribute to the fact that Titus' immense *Crazy Cars 3* hardly sold any copies so nobody knows how comprehensively superior it is. But anyway.

If you've played either *Lotus 3* or *Jaguar XJ220*, you'll be extremely familiar with the state of things here. There are eight courses to race down, each divided into a number of stages rather than requiring a set number of laps. In my entirely subjective opinion, this is the game's first mistake – the thing about a lap structure is that it lets you get a feel for each course, so you can gradually learn your way round it and drive it a little better each time. The courses in *Lotus 2* are so long and lacking in identifiable landmarks that you haven't got a hope of remembering what's coming up next, so the race becomes a tedious progression of isolated bends.

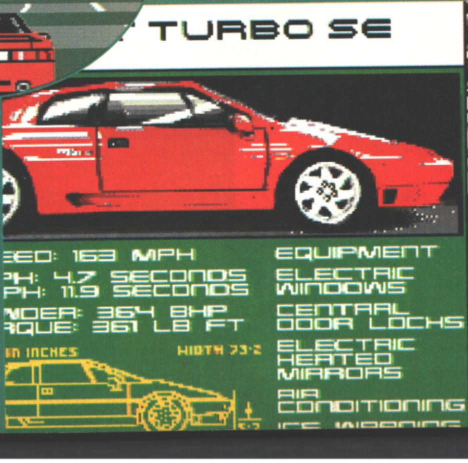
Another thing about racing in laps means that there's never any shortage of other cars to encounter – even if you streak away from the pack, you're still going to come across back markers that you'll need to lap. With this game (as with *Jaguar*), after the first 30 seconds or so or every race, opposing racers are sighted about once a minute, and you don't half get lonely.

Lotus 2 also suffers from a failing common to sequels. Often, sequel writers, faced with the problem of programming a game that's very like its predecessor and hence very familiar to players and hence in danger of being too easy for them to play, have to make it more difficult in deeply unsatisfactory ways. In *Lotus 2*, this problem manifests itself in some really annoyingly narrow tracks after the first couple of courses, which force you to either drive tediously slowly (and what's the point of that? If I want to drive realistically and slowly, I'll go for a trip on the bloody M25. This is a computer game), or reduce the race to a ridiculous kangarooing series of bursts of speed followed by grinding halts. The all-but-unavoidable water puddles and oil slicks on later courses don't help matters here either.

And then there's the passwords. Dogged persistence will see you complete most courses here in half-a-dozen attempts at the most. That



Two stripes signify the rank of 'Corporal' in today's British Army. We think.



Tch! Showing the 1988 model with alloy wheels, when they were only fitted as standard the year after. Unbelievable!

THE CYCLES

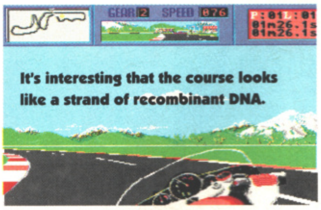
Publisher: The Hit Squad
Price: £9.99
Release: Out now

Very sneaky, isn't it, the way Hit Squad games have suddenly sneaked up from £7.99 to £9.99 with no warning? A 25% price rise in these days of less than 2% inflation isn't anything to make a song and dance about, I suppose. Or is it?

The Cycles is an often-overlooked competitor in the *Red Zone/Team Suzuki/No Second Prize* field of reasonably serious-minded motorbike-racing games. It dates from the earliest days of Amiga gaming, but unusually, that doesn't mean it's completely crap.

What we have here is in fact a surprisingly accessible and playable sim, with five skill levels providing a challenge for just about anyone (at the easiest level I was winning races easily within 10 minutes of loading the game up for the first time, but on the middle level it took me half a day to complete a course without blowing my bike up). The graphics are actually sprite-based, and while they're pretty simplistic they do the job more than adequately, and there's even room for some nice touches, like the crashed opponents you occasionally come across lying at the side of the track. There's not really an awful lot to say beyond that, save that there are 15 international tracks to race on, you can customise most of the important variables (like the number of laps in a race, the class of bike you're riding, and all that kind of stuff), you can ride single races or a World Championship affair, and that, playing this at the end of a horrible deadline week when everything that could go wrong did go wrong, I actually enjoyed myself. Well done *The Cycles*, that's what I say.

● ***STUART CAMPBELL***

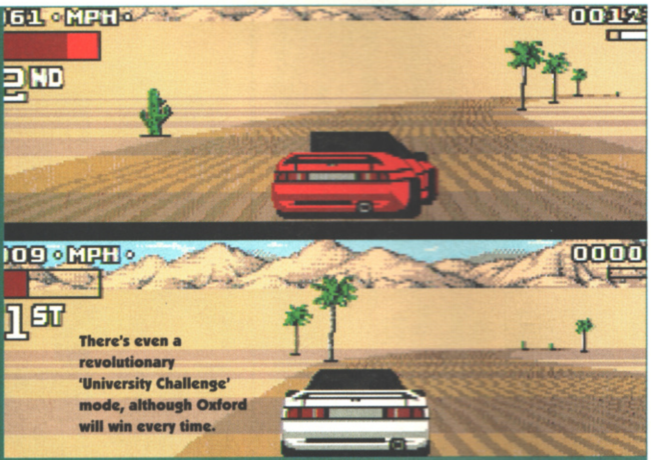


It's interesting that the course looks like a strand of recombinant DNA.

THE BOTTOM LINE

Given its age, this is a surprisingly nifty bike sim. It's a lot more playable than either *Red Zone* or *Team Suzuki*, but miles behind *No Second Prize*. Well worth a shot.

77 PERCENT



There's even a revolutionary 'University Challenge' mode, although Oxford will win every time.

wouldn't be such a problem if you didn't get a password after each track, which means that you'll probably get to the end of the game inside a day. And because *Lotus 2* is goal-based rather than an on-going challenge, once you've seen the end you'll feel very little compulsion to play it again.

All these niggles are a real shame, because the basic driving engine in *Lotus 2* is lovely – if you're skidding out on a corner, cutting your speed really does put you back in control, and you'd be surprised how many other racing games neglect this seemingly obvious principle of driving. It looks great, too – *Lotus 2* pioneered the now-ubiquitous weather effects, and the forest and desert stages in particular are a real picture.

At the end of the day, though, this just doesn't cut it any more. *Lotus 1* is simpler, purer and more fun, *Super Hang-On* is more demanding and challenging, and *Crazy Cars 3* leaves it gasping for speed, controllability, graphics, sound, plot, thrills and everything else. And *Crazy Cars 3* is going to get relaunched again very soon as a Lamborghini tie-in. Don't miss it this time round.

● ***STUART CAMPBELL***

THE BOTTOM LINE

Seemed good in its day, but *Lotus 2* is strangely lacking in charm when you load it up now. Still far from a bad buy for a tenner, but for low-price racing you'd do a lot better to search out *Super Hang-On*, or indeed the wonderful *Lotus 1*.

62 PERCENT

FOOTBALL TACTICIAN 2

We set the standards
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* *Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.*
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* *First ever Scottish only simulation: FT2 Scotland now available separately.*

FOOTBALL TACTICIAN is the first ever management game that includes strategy as an integral part of a successful campaign. Team selection, needless to say, remains a critical element. But the BIG innovation is your involvement during the match: for the first time ever, you will, as a manager, be able to alter your strategy : choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! You will soon realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try FOOTBALL TACTICIAN and prepare yourself for the ultimate football experience.

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* *900 players accurately and meticulously named, plus accurate European players*
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* *Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.*
* *Three levels of commentary, from highlights only to ball by ball reporting. Plus mid-week transfer and fitness news.*
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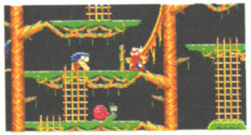
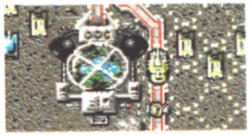
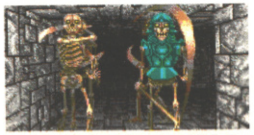
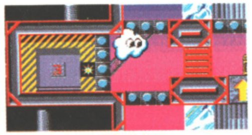
POINTS OF VIEW

Opinions are like underpants. Everybody's got some, but none of them bear particularly close inspection.

	 THE LOST VIKINGS	 BATTLE ISLE '93	 ABANDONED PLACES 2	 ANCIENT ART	 MORPH	 SUPER CAULDRON
STUART CAMPBELL	Viking well groovy ★★★★★	Still a bit slow ★★★★	*EOTB 2* more like ★★	Haven't played it	*Morph* fun than you'd expect ★★★★	Rubbish Cauldron more like ★
TIM TUCKER	No backgrounds but plenty of game ★★★★★	Haven't played it	Or is that *Dungeon Master?* ★★	Haven't played it	*Morph* for your money ★★★★	Looked cack, played worse ★
MARK WINSTANLEY	Once, twice, three times a platformer ★★★★	Ass-kickin' fun ★★★★★	Haven't played it	Long-term but shallow fun ★★★	You'll be coming back for *Morph* ★★★★	Anagram of no crap druselu ★
DAVE GREEN	Shame there's no multi-player option ★★★★	As exciting as wargames get (ie, not very) ★★★★	Haven't played it	Ancient Art of disk swapping. Get an HD. ★★★★★	A hideous mutation ★	Haven't played it
JONATHAN DAVIES	*Lost Vikings* more like ★★★★	Haven't played it	*Abandoned Places 2* more like ★★	It's a flight sim ★★★★★	A Bennett tied to a stick ★★★	*Woody's World 2* more like ★
ANGUS DEAYTON* *(ALLEGEDLY)	Extremely horny, eh Paul? ★★★★★	Not brown enough ★★★	And so they should be ★	Haven't played it	Nothing to do with Jason Donovan ★★★	I'd rather pluck my ear hairs ★

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DO THE write THING

It isn't hard to put pen to paper and tell us just what you're thinking. Letters for publication in AP should be short, to the point, and ideally in the form of a Shakespearean (or 'English') sonnet of 14 lines, each in iambic pentameter, rhyming ababcd etc.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

'MY MUM MOANING AT ME'

Dear AMIGA POWER,

Please, you've got to help me! I'm going to crack if I don't say something about my problem soon! I suffer from (and there may be several others out there like me) an affliction called FTGAGS or 'Far Too Good At Games Syndrome'. At this point you're probably thinking that I'm boasting about my excellence, but unfortunately I'm being deadly serious. I've been playing computer games for so long that my reflexes have become finely tuned and, as a result, any surprises which a game springs on me are soon dealt with all too quickly. This poses a major problem, as every time I buy a new game, I usually finish it within a few days of buying it, resulting in my mum moaning at me (as it's usually her money I spend) and me being bored as I've finished my latest source of entertainment.

For example I bought *The Chaos Engine* on your recommendation and completed it last night, just three days after buying it – so that's another 26 quid down the drain. The problem's worse on my SNES, as the games are £45 each! I've listed my many games and how long it took me to do them, but feel free to edit it. *(Thanks, we did. – Ed)*

This list DOES go on, but I think you can see my point by now. At £26 a game, I can't afford to get a new game every week, so this leaves me bored and depressed. If you've any advice, it would be well accepted by me, but please don't tell me to go out more and get a life, as I've lots of friends, both male and female, and I'm NOT a sad man who sits inside and counts the number of keys on an Amiga keyboard. I don't want to turn to piracy though, and anyone who suggests it should be severely punished.

Thanks a lot, Martin Mathers, Stanmore, Middlesex

Hmm. How about 'get a job'? It sounds like you've got far too much spare time on your hands. Seriously, though, it's a fair point – at £26 and upwards a throw, it's not unreasonable to expect a decent amount of life out of a game. However, it does sound to me like you're unnaturally talented – three days to get through The Chaos Engine *is pretty good going by anybody's standards. Unless, of course, you're using the password facility to the full and so on. Frequently, people who complain about finishing games too easily are doing it by using dozens of continues, or using passwords to pick off a defenceless game a little bit at a time, and that's as good as cheating in my book.*

Now this might well be the programmers' faults for putting these features in in the first place, but they have to cater for players of all abilities, after all. Passwords and continues and suchlike aren't really meant for the likes of you, Martin – they're for the little boys and girls. Get off the swings, why don'tcha?

'THEY'VE BEEN BUGGING ME'

Dear AMIGA POWER,

I love your magazine and have a few questions for you.

1. Is *Streets Of Rage* coming out on the Amiga? *(No. – Ed)*
2. Will there be a *Simpsons* coin-op on the Amiga? *(Don't be silly, the weight'd crush it. – Ed)*
3. When is *Super Hero* coming out? *(Later. – Ed)*
4. Will there be a 'Championship Version' of *Street Fighter 2* for the Amiga? *(No. – Ed)*

Please answer these questions 'cos they've been bugging me for ages.

From Gary Halliday, Bolton.

'ANOTHER WEEKEND WITH THE GIRLFRIEND'

Dear Sir,

This is not a letter about pirates. I've never pirated any software in my life, despite numerous offers from friends to cure me of my scruples and latent honesty. *(Pardon? 'Latent' honesty? – Ed)* No, I'm writing about the appalling lack of quality control that software houses exercise over the product that leaves their copying factories.

I have just had to spend another weekend with the girlfriend instead of making use of the fine piece of equipment that stands on my desk. I purchased a new game on Friday only to discover that the £25 outlay was a deposit on one that I might get, that might work, sometime in the near future. I buy a lot of full price games. In fact, I've bought over 30 in the last year and of these, I've had to return eight to the retailer due to disk faults.

Surely, it's not much to ask that when I spend my hard earned cash on a game, I've got better odds than four-to-one that the damn thing will work. I hope that I'm alone in this, but fear that I am not.

I can imagine that if I was still at school, and was returning to the playground on Monday morning with this tale of woe, I would be sorely tempted to say "Stuff the manufacturers, let's have a copy of something I know will work." I don't condone this, but I do understand the frustration of reading a review (in AMIGA POWER, of course), waiting for the game to get into the local shop, taking it home, making my back-up copy, loading the game and then getting a 'software failure' message flashing up.

It must now be time for the software houses to take responsibility for their product leaving the factory in an acceptable and usable condition – the message at the back of most manuals telling you to take the game back to the retailer should become a thing of the past. I don't even ask for a reduction in games prices, as compared to the consoles, video tapes, CDs etc, they're remarkably good value for money – if they work!

My final point – this letter was typed in using a copy of Digita's excellent *Wordworth 2* which I've had no problems with. Nor have I had any difficulties with any of the other serious software I've ever used in my 'work life'. My point is that if these products can have a near-perfect quality level, why can't it be done with games that sell by the lorry-load to a much wider and far more fickle audience?

I'd be interested what anyone else thinks about this subject.

Yours faithfully, John Shanley, Braintree, Essex

There's not much we can add to this, to be honest. It's undoubtedly true that some software houses short-change the buying public by using poor-quality media. But what can you do? Stop buying their games? Hardly likely, is it? Someone brings out some really sexy new game, but the last thing you bought from them didn't work – are you going to pass up the new game in protest? Of course not. Thing is, it's just a fact of corporate life. What a society we live in, eh?

'LET ME BE YOUR MONKEY'

Dear AMIGA POWER,

So there I was, clutching my AMIGA POWER 25 and salivating – nay, foaming – at the mouth at the sight of the Amazonian Princess-Stephanie-type on the cover, thinking to myself, "Yeah honey, I'll do anything – just let me be your monkey!" Then it struck me. What's a groovy chick like that doing in a place like this? Apart, of course, from perpetrating a massive lack of historical verisimilitude – our giant reptilian friends only existed between the Triassic and Cretaceous period (between 230 and 135 million years ago) and thus could never have crossed paths with a female of our species.

There's also the very real fact that the most basic and elementary existence of such a pneumatic Russ Meyerian love-cake Ultra Vixen could never be recreated in less than full cinerama 4D virtuality feelyvision – anything less would be just a cheap giveaway demo. The fact that this *is* a cheap giveaway demo is beside the point. We all in this life have to cut our

FULL PRICE GAME winner

'LOST TO WOODEN SPOONS'

Dear AMIGA POWER,

As on many Saturday afternoons, I sat down in front of the TV to watch the sport. I was just in time to hear that England had lost the one-day international against Sri Lanka by a humiliating 8 wickets! So I thought that we'd at least win the rugby, but I couldn't believe it, I found that we'd lost to those 'wooden spoons' of last year – Ireland! What can we English do? Our country's in a state of recession and we can't play sport to save our lives.

Then I thought about my computer and the software houses, and what a great job they're doing with games, such as *Wizkid, Body Blows, Sensible Soccer '93* and *The Chaos Engine.* While I'm at it, I'd also like to compliment you on the quality of your mag, with such great reviews and features. So, congratulations to you and the software houses, and keep up the good work.

Yours sincerely, Simon Libovitz, Fakenham, Norfolk

Blimey, a happy reader. Quick, give him one of our top prizes, somebody. Sycophants please note: this approach doesn't always work. But it's worth trying.

DO THE write THING

cloth accordingly and here we have another fantasy shoot-'em-up that's just not the job in hand.

I remember as a kid the TV ad with the line "Is it real, or is it Memorex?" depicting a wine glass being shattered by a recording of Ella Fitzgerald. In this scenario, the line would have to be "Is it real, or one of those dodgy no-name cassettes that they sell down the market for a quid?" Thigh-length latex boots aside, the bog-standard Amiga just isn't ready for Anthemis – she seems too all-consuming, too voluptuous, too TOO! for the architecture to render her justice.

So come on Loriciel, give the masses what they want and don't let sprites like this out of the design office until they get up to scratch. If you're going to market a product using cheap exploitative sexist gimmicks that pander to the lowest and most basic masculine character traits, then at least try and do it well.
Michael O'Keefe, Whiston, Merseyside

PS Could you find a way to get me the illustration model's phone number and a full size colour print? Purely for research purposes, you understand. Oh yeah, and I think your boots are cute, Lisa.

You're one of Mark's friends, aren't you?

'I'VE HEARD RUMOURS'

Dear AMIGA POWER,
I've heard rumours that a sequel to *Sensible Soccer* entitled *Sensible World Of Soccer* will be released. If you've any more news about it, please tell me.

Also, are there any cheats for *Pinball Dreams?* – because I really want to get a decent score on it.
Yours, Patrick A Barry, East Sussex

Yes, there will be a Sensible *sequel, but that's about all there is to know at the moment. Watch this space etc. As for your other question, though, don't you think you're missing the point a tiny little bit? If you use a cheat mode, you WON'T BE GETTING A DECENT BLOODY SCORE, BECAUSE YOU'LL HAVE BEEN CHEATING! I can't take much more of this, I really can't.*

'I FIND IT HIGHLY UNLIKELY'

Hello and Congratulations on your Silver Anniversary,
I'm going to start by writing about the things that haven't improved over the last years. For starters you seem to have lost the sting you had in the first year. Nowadays I don't see big names get the criticism they deserve when they bring out a bad game. Instead it seems that most of the games you review get rated in the high 80s or 90s. *Walker*, *Body Blows*, *A-Train*, *Sleepwalker*, *Flashback*, *Desert Strike* and on, and on and on. I'm not saying that these all deserve a 50% mark, but I find it highly unlikely that so many 'great' games can come out in three months. *(Why? Who ever said that good games had to come out one at a time? – Ed)*

Not to forget *Legends Of Valour*, a game that stinks even on a fast PC. I mean, you gave *Wing Commander* 55% because it's so slow, despite the great idea behind it, and *Legends Of Valour* 88% for a great idea despite being slow. But since this is only one of the two games I totally disagree with you about (the other being *Rainbow Islands* – oops, I'll never get this printed now), who cares?

I'm not asking you to criticise a game just for the hell of it, although it is much more fun to read reviews of games that get 12%, but it seems to me that in your first year games had to be really good to make it into the 80s. Surely you're not saying games have got so much better thanks to your influence?

Anyway, what about changing the boring AMIGA POWER spine message that repeats every 12 issues into something like AMIGA POWER – THE MOST UTTERLY BRILLIANT MAGAZINE WITH ATTITUDE ON THE FACE OF GOD'S WHOLE WIDE WORLD? That should keep you going for a while...

That's it from me. I wish you all the best for the next 25 issues, see you at the Golden Anniversary and beyond.
Dietmar Kremer, Herne, Germany

Sorry to, er, disappoint you, Dietmar, but the fact is that all of the games you mentioned simply ARE really good. It's always the way – you wait ages for a decent game, then half a dozen come along all at once. We did say that Legends Of Valour *is slow in full-screen mode, but it speeds up dramatically if you cut the window size down a bit. And you should see it on the A1200 – wow!*

The fact is, nothing's changed at AMIGA POWER – you still have to impress us pretty severely to get into the top 20 percent. But recently there've been a slew of top-quality games, and it'd be ridiculous of us to pretend there hadn't just for the sake of appearing 'hard'.

'HELIOTROPE'

Dear AP,
Using the time-honoured fashion of numbered questions:

1. What has happened to the word 'genre?' In the halcyon days of AP, when men were bold, women were gorgeous and pouting, and editors were fat, you couldn't read more than a paragraph without encountering at least a dozen 'genres'. It's clear that the phrase has gone hurtling out of fashion and that the time is right for a new 'in' word. My vote is for 'nonda' which is, as we all know, the

NOTHING AT ALL winner

'THINGS STARTED GOING A BIT FUNNY'

Dear AMIGA POWER,
I've been researching the facts, and clinical tests show that you people are becoming right tightwads, or something. I remember when lucky readers used to win up to £100 worth of software – ah, those were the days. Then, around issue 12, things started going a bit funny. First of all you started giving people specific games, and then things started to go weird. In recent issues we've seen:

- a Psychiatric Help winner
- a Thump In The Mouth winner
- a Burnt Union Jack winner
- a Box of Kleenex winner
- three Sloppy Kisses winners and
- one Grass Seed winner.

What the...?!? Have I missed something? WHERE HAVE ALL THE PRIZES GONE? Sure, there have been a lot of dull, pointless letters, but there have also been some really good ones that never won a thing *(No there haven't. – Ed)*. I reckon you should start giving out GOOD prizes to people who write in with interesting, entertaining letters. So there. Umm... (oh, he's dug his own grave there, sports fans, if he asks for a prize now, they're just going to say EXPLETIVE OF YOUR CHOICE off, but if he just says nothing, they might not take the hint. This really is gripping stuff...)

What the hell. Howza bouta prize for offering a constructive suggestion to your mag? Yes? No? Well, it's worth a try.
Yours just-plain-old-faithfully, Josh Addison, Auckland, New Zealand

But Josh, your name's in AMIGA POWER so often you practically work here – surely you don't want a prize as well as a job? Talk about greedy! Seriously, we will be giving away more stuff in future – but not this time.

PREVIOUSLY-OWED PRIZE winner

'A SEVERE BEATING'

Dear AP,
The other day I was on a bus when I heard two young boys arguing about which computer mag is best. One thought AP was good while the other thought Amiga Format superior. The discussion soon became heated and a fight broke out. It was a close contest but the lad supporting AP was definitely ahead on points when I intervened.

"Boys," I said, "what do you think you're doing? When I was a lad there weren't any computer mags, no computers, no TV, and if you wanted music you had to sing. You just don't know how lucky you are."

I think this kind of violence is indicative of today's society. In years past, if you had a fight then the local bobby would skelp you about the head. You thought twice about fighting again, I can tell you. At school, lateness, disrespect and speaking out of turn all resulted in a severe beating. Yet there was none of the violence which is so common in today's schools.

All we hear from today's youngsters is that there's nothing to do. Put them to work, that's what I say. When I was 12, I left school and cleaned chimneys for a living, and it hasn't done me any harm. I fought in the war for today's youth, well, the Cold War anyway. Well, once I had a snowball fight with a Russian exchange student, and I would've won if he hadn't hidden behind a wall.

The reason I'm telling you all this is to introduce a new argument into the 'causes of violence' debate. Computer games, television and films are not to blame – it's the idiot politicians who keep prattling on about 'Victorian values'. Every night some politician is on the news wittering on about subjects they know nothing about. Your reaction? "I'd love to smack his face in," and there we have it, violent thought. There is a direct correlation between the increase in viewing time given to politicians and the increase in violence.
Yours struggling for new ideas, Ian Ritch, Dundee, Aged 24, single, unemployed, hacked off, and making a vain attempt to double the AP mailbag

PS Matt promised me £50 of software, Mark failed to deliver and Linda receives stupid letters. It's not fair, but that's life. Speaking of which, I have a turnip whose shape you wouldn't believe.

We spoke to Mark Ramshaw about your allegations, Ian, and he said "What, do I look like a postman?" And he didn't really, so we let him off. But we'll send you your software this time, honest – you see if we don't.

DO THE write THING

edible fruit of a rosaceous Queensland tree. Here's hoping it joins the illustrious 'gadgi', 'genre' and 'heliotrope'. You heard it here last.

2. In defence of the Policy Of Truth. If someone plonked *A-Train* on my lap, it'd be a warm day in Minsk before I'd even consider playing it, no matter what the reviews say. Only a complete nonda would play every game they came across because everybody has a style of game they loathe. It's as simple as that.

3. Finally, long live Saint Stuart Campbell and his jovial captions. Double his wages and accede to his every whim. Give the boy what he wants. This man's reviewing ability is second to none, and he's a great role model for any young kids out there. What a guy!

Yours sincerely, Graeme Cluskey, Anfield

You don't fool me, 'Graeme'. You're Stuart's gran again, aren't you?

'PLAIN STUPID AND UNHELPFUL'

Dear AMIGA POWER,

I've been reading your mag for some time now, and overall think it's pretty impressive. However, I'm confused by the 'On The Other Hand' column that appears occasionally in some reviews. Which of the two, totally different and contradicting views are we supposed to trust? Is this column written to confuse me on purpose? *(Yes. Specifically you. – Ed)* What's the point of it? Take, for example, the cute arcade adventure thang, *Dojo Dan*, which appeared in the August issue, I think. This review clearly illustrates two conflicting points of view.

Is there a secret turmoil behind the scenes amongst the AP crew? Has the pressure of being Britain's premier Amiga magazine finally got to you? Or are you just being plain stupid and unhelpful? I thought the main purpose of computer games mags was to provide a fully comprehensive guide to tell the readers which games to buy. Okay, so your 'Bottom Line' section helps me with this, so why have 'On The Other Hand'?

Yours in anticipation, David Hickey, Taunton, Somerset

Oh no! Rumbled! The secret AP behind-the-scenes turmoil revealed to the world! In fact, we all absolutely hate each other here at AP – that cunningly-constructed facade of chummy comradeship is just a front for the day-to-day bickering and backbiting that is our lot in life. You should see how much we edit the On The Other Hand boxes before we can print them – "Actually I disagree with that clueless gun-fetish prat Winstanley completely", "The Scottish git doesn't know what he's talking about", and other phrases to that effect.

'I DIDN'T UNDERSTAND'

Dear AMIGA POWER,

I absolutely love AMIGA POWER, but in issue 21 when you reviewed *Alien Breed '92*, I didn't understand how you can say "Hudson, run a bypass" and "Let's Rock!" at each other. I really like this game, and would like to know how to do this.

From Neal Booth, Cannock, Staffordshire

Over to reviewer Mark for this one: "Oh dear, oh dear. I'm afraid, Neal, that you're living proof that computers can stifle imagination and creativity. The idea was that while playing the game, you and your friend indulge in hard-sounding, film-dialogue-influenced banter to heighten the atmosphere. Try it, Neal – you might find that it really is possible to enjoy yourself without being spoonfed pre-digested entertainment by your computer. You sad, sad person."

'I HAD TO SAY GOODBYE'

Dear AMIGA POWER,

I need some advice about my Amiga. I've recently upgraded from a C64 to an Amiga 600. One of my main reasons for upgrading was because my C64 broke down and I decided to move up in the world. I read in an Amiga mag that it's possible to load C64 games from tape into the Amiga through a sound sampler and a C64 emulator, which is available on PD.

Anyway, to get to the point. Is it possible to transfer C64 games from tape to Amiga disks using the tools I've just described? If not, what additional hard and software do I need to accomplish this? I'd be grateful for any advice you could give me, because it would be a great shame if I had to say goodbye to many fabulous games from my old C64.

Yours sincerely, Chris Aiad, London

You CAN get old C64 games running on your Amiga with a C64 emulator, Chris, but it's so slow (and not too hot when it comes to anything other than BASIC) that it's more or less a complete waste of time. I'd spend 20 quid or whatever on getting your C64 fixed and enjoy the best of both worlds, if I was you. ●

AMIGA POWER COMPO WINNERS

I AM THE GEOLOGIST AND YOU ARE MY QUARRY

Funny title, huh? I thought so – in fact when I first read it, I laughed so hard I puked. Down my nose. We've all got to thank Dave for that little drop of humour in a sea of dismal, bleak, grey drabness, so all you people who write in to ask exactly what Dave does on the magazine now know. He makes us laugh. That's his job. *(Er... not really. My technical job description is 'Production Editor'. Making people laugh is... how shall I put this? – a beneficial side effect. – Dave)*

But let's get on with the show. The compo was set in ish 24 (page 97 in fact) and was to win a rather sooooper Panasonic portable stereo CD thingy, and lots of copies of that almost infinitely cute game *Chuck Rock 2*. In a fascinating display of co-operation, Tim wrote the compo, Lisa designed the page, and Dave (him again) checked it for typo errors, as is his wont. And this is me, Mark, announcing the winners. Hi!

Right. As lots of people knew, Vasquez shouted "Let's Rock!" in the classic movie Aliens, Charlie Brown was called 'Chuck' by Peppermint Patty in the Peanuts Cartoon, and the first verse of Fraggle Rock went something like this:

> Dance your cares away,
> Worries for another day,
> Let the music play,
> Down at Fraggle Rock.

Well, that's enough of me showing off my obscure media references – let's get pompous. And AP said "LET THERE BE WINNERS!"

This lucky guy got the CD player:
Ian McCue, Rutherglen, Glasgow

While all these fine fellows got a copy of *Chuck Rock 2*:
William Columbine, Cullompton
Sam Simpson, Bridgewater
Darren Moore, Liverpool
Terry Mills, Bromuard
Daniel Winch, Gravesend
Andrew Clarke, Atherstone
Paul Staniforth, Stevenage
Ian Price, Milton Keynes
Ian Purcell, Belfast
Richard Gregory, Newcastle

AND ANOTHER THING...

I collect Trolls, and I have a clown, a chef and a Christmas carol singer. Little cute-tastic people or what!
Alex Costello, aged 16, London
Do any other readers have interesting hobbies or pastimes they'd like to share with us? If so, please don't. Thanks.

In AP16 I had a letter published and was promised £50 of software. Can I have it now please? Go on, you know you want to give it to me.
Ian Ritch, Monifieth, Dundee
Look, we're doing it now, okay?

Did you know that the professor of obstetrics and gynaecology at King's College Hospital, London is called Stuart Campbell?
Simon de Rivaz, Cheltenham
No, but if you hum it, we'll – no, that's not right.

Disks don't fly as well these days, do they? A couple of years back they would go at least 20 metres (*Sim City* reached 25!) but now the most you can lob them is 15 – outrageous!
Timon Wright, Holmes Chapel
Yep, more evidence of the poor-quality disk scandal. It's a disgrace, kids.

I know it's a small point, but on the intro pages, could you shift the 3 by 3 block of screenshots across a column to the left? At the moment it gets lost down the crack in the magazine's middle. It's just not very aesthetically pleasing.
Paul Graham, Enfield
But then where would we put the list of contents?

I thought I'd wallow in smarmy know-all-ness and tell Mark Winstanley that I know the line of the Top Cat theme tune that comes after "Close friends get to call him TC". It goes, and this is gospel: "Pro-vi-ding it's with dignity."

So there you have it – yet another one of those forever daunting questions answered.
Matt Bloor, Thundersley, Essex
Now we know. Thanks, Matt.

My dad just got 150,163,130 on the Partyland table of *Pinball Fantasies*. I just wrote to tell you.
From Christopher Cairns, Age 9, Cumbernauld
Thanks, Chris.

PS This is another letter in my campaign to get the £50 of software I won in AP16. If I can afford the stamps and have enough paper I will continue until justice has been done.
Ian Ritch, Monifieth, Dundee
Look, IT'S IN THE POST, ALRIGHT?

Lionheart is hard drive installable and has an option for a two-button joystick. Can this be true? Yes, someone out there does care about playability – nice one Thalion! I bought *Lionheart* for these two reasons alone, as well as the fact that you guys gave it a great review.
Kurt Cranson, Lansing, Michigan
Yeah, nice one Thalion. That's what we say.

Could you tell me if any of the following games are coming out on the Amiga? The games are *Super Tiny Toons*, *Micro Machines*, *Jungle Strike*, *Taz Mania*, *NHLPA Hockey*, *Super Star Wars* and *Mickey's Magical Quest*.
Yours, Edward Phipps, Milton Keynes
No, Yes, Maybe, No, No, No and No. Look, Edward, if you wanted to play SNES games, why didn't you buy a SNES?

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FPD568	House Samples	(C)
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FPD574	Shapes	(+) 1200
FPD575	Unsporting	(+) 1200 2mb
FPD576	APC Mission (A)	(+) 1200 3mb
FPD577	APC Mission (B)	(+) 1200 3mb
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FPD579	Roadhog anim (B)	(+) 1200 2mb
FPD580	100 64 Tunes	(+)
FPD581	Fusion Matrix	(+) 1200
FPD582	Jesus on E's (A)	(+)
FPD583	Jesus on E's (B)	(+)
FPD584	Women Clipart 1	(+) 1200
FPD585	Women Clipart 2	(+) 1200
FPD586	Men Clipart 1	(+) 1200
FPD587	Men Clipart 2	(+) 1200
FPD588	Houses Clipart 1	(+) 1200
FPD589	Houses Clipart 2	(+) 1200
FPD590	Fred Fish 800	
FPD591	Fred Fish 801	
FPD592	Fred Fish 802	
FPD593	Fred Fish 803	
FPD594	Fred Fish 804	
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PD

The similarities are striking. Both are created in teenagers' bedrooms. Both are created on computers. Both are enjoyed by large cult followings. So, today we ask: 'Is PD killing rave music?' Ex-NME journalist* Dave Golder investigates.

*Well, he had a letter printed in there once.

LCD DREAMS

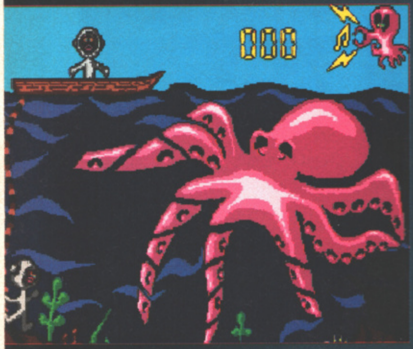
Touch'n'Go

LCD Dreams might sound like something you buy at a rave, but the truth could hardly be more horribly different. In what some right-wing politicians have called an insidious move and ravers are claiming is the ultimate rip-off of their ideals, this totally misleading title conceals four programs that are total and complete crap.

They're the computer gaming equivalent of those horrible plastic slidey puzzle things, or the ones where you have to get ball-bearings into holes cut in a piece of cardboard. Each is keyboard controlled, and involves moving something left or right to catch something else or avoid something else.

The graphics are awful and hint that the games might be aimed at really young kids. But that's no excuse.

VERDICT: The title is an obvious cash-in on the rave scene *(Pardon? – Ed)*, but don't be fooled. It should more accurately be called *Dandy Fun Time*.
RATING: ★★★



Nostalgia just ain't what it used to be.

TEXAS CHAINSAW MASSACRE

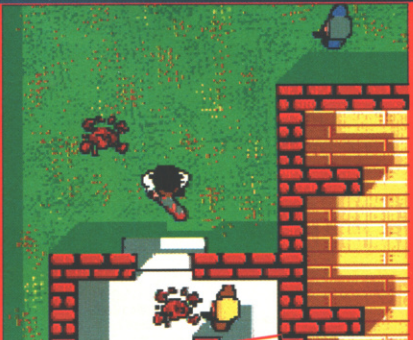
BSY

Is it any wonder that the yoof of today is turning its collective back on all-night partying when there's subversive, post-modern software with more than a hint of the kind of proto-antagonistic, cutting socio-Freudian edge of the punk movement available? Well call me an old Bob Dylan fan, but yes.

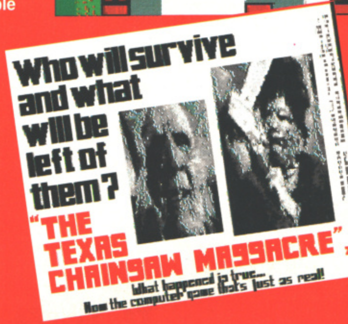
Taking a cult horror movie and turning it into a game may seem like a right-on idea, but when the actual game is about as playable (and offensive) as Bucks Fizz singing Cliff Richard's Christmas Collection, it's a shaky foundation for any sort of massive youth culture uprising.

You get an overhead view of a tiny map (about four times the size of the screen), you get a chainsaw-wielding maniac to control and you get a series of victims to practise topiary on. The victims all tend to appear in the same places (well, victims in horror movies are always pretty thick) and, basically, it's about as gripping as listening to a 12-inch techno remix of the Mastermind theme tune.

VERDICT: This isn't going to keep the kids away from raves. It wouldn't keep them away from a Barry Manilow concert.
RATING: ★★



Petrol-driven mayhem brings a smile to leathery faces.



Who will survive and what will be left of them?
"THE TEXAS CHAINSAW MASSACRE"
What happened is true...
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Item! They Fought The Gardener. Film at 11.

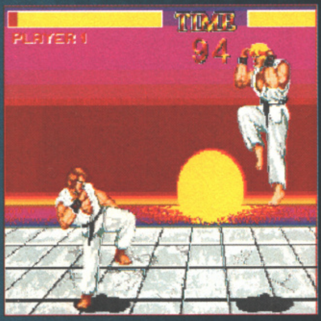
FIGHTING WARRIORS

Excalibur PD

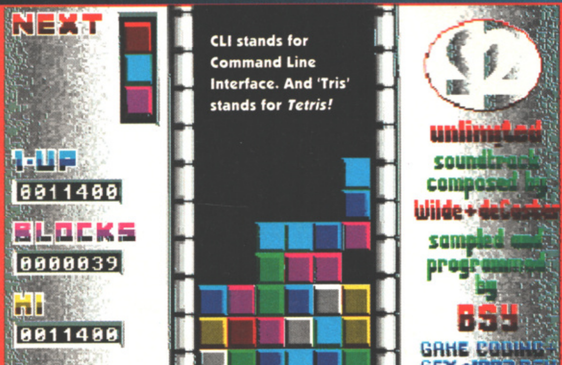
Imagine *Street Fighter 2*, then take away all the fighters except two, all the backgrounds except one, all the reasons for playing the game except... er, all the reasons for playing the game. Right? Now you've got *Fighting Warriors*. It's a bit like taking a Utah Saints track and whittling it down until all you've got is one line from a old Human League song. Instead of the other way around.

It looks impressive, the animation is excellent and the controls are well handled. There is a wide range of moves, including at least one special one I can find (you know, these white label releases never give you the information you need). But frankly it all seems a little bit pointless because it never gets anywhere. It's just the same thing over and over again. So, funnily enough, the Utah Saints comparison still holds.

BOTTOM LINE: You can admire the technical wizardry, but there ain't much meat to this game.
RATING: ★★



Fighting never solves anything. Or does it?



CLI stands for Command Line Interface. And 'Tris' stands for *Tetris!*

CLI-TRIS

Alpha PD

Pretty, flashing colours falling from the skies, landing like rainbow snowflakes and then melting away. Sixties psychedelia revisited or just another version of *Tetris?* In fact, it's neither – it's *Columns*. But then *Columns* was always like a bad cover version of *Tetris*. And indeed some people like bad cover versions – that's why Undercover do so well.

As cover versions go, *CLI-Tris* is definitely from the Undercover school of low originality. The gameplay's the same – multi-coloured columns three-blocks high fall from the top of the screen and you can move them sideways or rotate the colours to try and get lines of three same-coloured blocks when they land – but the nuances are all wrong. The colours rotate jerkily, the pace doesn't build-up enough, the graphics are bland and it comes across as very hollow.

The choice of difficulty levels is a decent touch, and if you've never played the game before this is a decent enough introduction to it. But it has been done so much better before.

VERDICT: Only risk it if you can't find a better version of *Columns*.
RATING: ★★

Contacts: Excalibur PD, 4 Hardwick Close, Eaton, Norwich NR4 6JQ ☎ 0603 504493. ● BSY, 53 Granville Avenue, Annfield Plane, Stanley, Co Durham DH9 8JJ. ● Touch'n'Go, 7 Crescent Road, South Woodford, London E18 1JA. ● Alpha PD, 3 Whickham Street, Easington, Peterlee, Co Durham SR8 3DJ.

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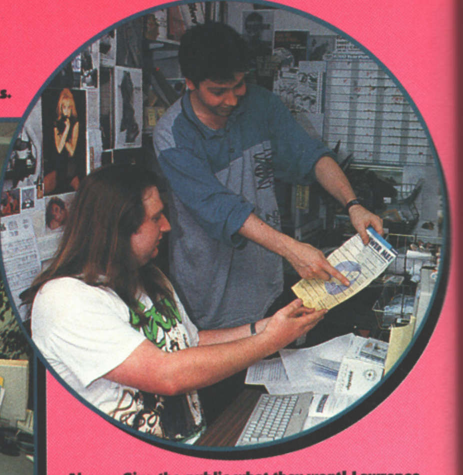
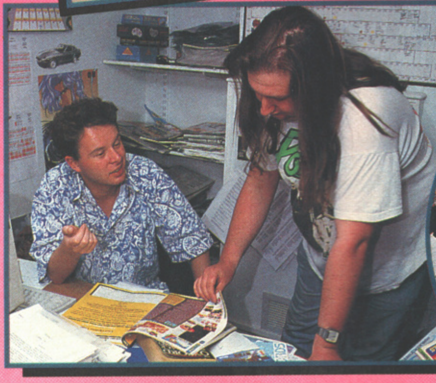
Left: Lawrence's special day begins just like that of thousands of other Future Publishing employees – by going through the big front door.

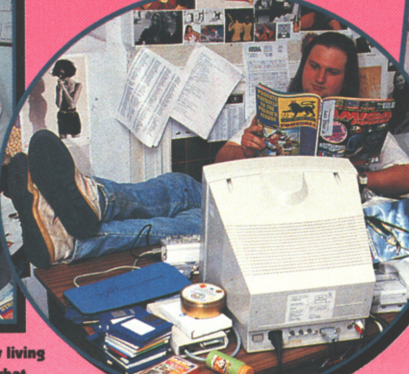
Below: Paging Mr Winstanley! Your new editor is waiting for you in reception! MARK: Er, hi. LAWRENCE: Great outfit, Mark. MARK: Thanks.



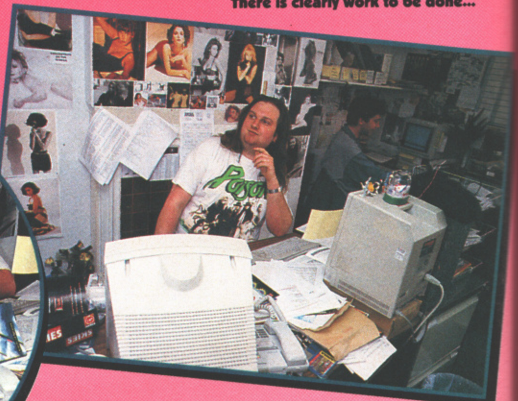
Above: Give the public what they want! Lawrence checks out the results of last month's Reader Survey with incredulous Production Editor Dave. There is clearly work to be done...



Above: First stop – disgraced AP ex-editor Matt Bielby, now living in tragic exile. "Tell me, Matt," Lawrence commands, "just what was it that made your 'Golden Age' of editing AP so, er, golden?"



Below: Following Matt's advice, the new Ed spends the hour or so after lunch with his feet up, engaged in vital 'research and relaxation'.



Above: Refreshed and vigorous, Lawrence ponders the potentially distracting influence of Stuart Campbell's notorious 'babe wall'. In the background, Dave can be seen hunkering down to some serious hard work, fearful of the punishment given to 'slackers' under the new regime.

Editor for just one day eh? *(writes Lawrence)* There's so much to do in such a short time – so many people to sack and decisions to make that you would need a whole month to sort them all out. At least the team are on the right track and know where they are going, so when I go they won't lose their way.

I've been given this chance of saying something worthwhile so here it is. This is a call to all software companies to stay with the Amiga and develop new games that take advantage of it. Don't try to compete with the consoles on their own ground – write games that make the best use of the Amiga hardware, not ones which scroll at the speed of light or rely on flash graphics.

Don't spend money on computer game licences of big movies. This is money that is leaving the industry instead of being spent on developing new games. Support those people who have invested in you!

Finally, my message to you, fellow readers. Read AMIGA POWER, choose your software carefully and then you have only yourself to blame. The future of the Amiga is in your hands.

Bemused, confused and thoroughly disillusioned, Lawrence Sinderson, our Editor For A Day, fell as easy prey to my winning charms and light-hearted conversational banter. After all, he'd been out for lunch with the mightiest beings who ever produced a computer magazine, and was unaware that his inner psyche (well, the bits relating to Amigas) was about to be laid bare to you, our readers.

So then, what were his first impressions of the AP set-up?

"Well, it doesn't look like an office at all. I mean, look at the mess, I'm surprised you get anything done. Everyone seems to know what they're supposed to be doing, so whatever system you've got actually seems to work. My first impression? Well, it looks pretty much like a bunch of kids having fun, with a bloke in a suit overseeing everything and telling you off every so often."

Spook! That'll be Colin The Publisher, whose job description genuinely is, and I quote, 'Telling The Kids Off'. One of the great things about having an Ed For A Day is that he can't actually change anything, but we asked him if he was a REAL, long-term Ed, what he'd do to our little home-spun pamphlet.

"I love hearing what's going on behind the scenes in the software industry, so I'd like to see more news and Diary Of A Game features, maybe with two different software teams charting their progress. It's great that you speak to the programmers for the Things To Come section, as it's good to get details straight from the horse's mouth. Points Of View is a good idea in that if you're going to spend thirty quid on a

"The Amiga will remain a top machine for years"

Above: However, it appears that someone has 'accidentally' loaded up *Rodland* on the other side of the office. Oh, the mornings here just fly by.

BAR SNACKS
HOME COOKED FOOD

Above: It's lunchtime, and time to pop along to the AP team's fave 'restaurant' for an all-round slap-up feed.

Below: While everyone's waiting for their meals to arrive, Lawrence explains his 'plans' for the magazine. The team are a little shocked at some of the suggestions, but know that they have sworn to obey their new master. Upon pain of death.

Above: Eager to put his ideas into practice, Lawrence takes over at the design desk and quickly masters Jacquie's puny Apple Macintosh. "Pah! It doesn't even have a dedicated joystick port," he mocks, heartlessly.

Below: And at the end of the day Lawrence teleports home using the latest technology. Just punch in the co-ordinates, and – bye!

Above: Then it's down to 'typesetting' to view the finished product. Sadly, production delays have held up AP's pages, so Lawrence and Jacquie merely cast a discerning eye over sister mag Amiga Format's latest effort.

game, a second or third opinion's always a Good Thing. I realise you can only print the letters that people send in, but it annoys me to read so many comments about consoles versus computers. I've got a SNES as well as my Amiga, and I can't see why people think you should only own one or the other. People should like games, not the machine they run on."

We already know your fave games (shown just over there on the right), but what about your dislikes?

"I tend not to like hyped games and, although my friends think I'm crazy, I've never really gone for *Zool* or *Assassin*. They just seem so sprawling that there's no flow or continuity through them. Sorry Gremlin, sorry Team 17."

What changes does he think we should never make?

"Keep it narrow-minded. AMIGA POWER's an Amiga games magazine, and if you drift away from this, you'll just be wasting pages. It's good that you acknowledge the threat of the consoles, but competition's good for the users, and as long as Amiga programmers carry on being dynamic and adaptive, the Amiga'll remain a top machine for years to come."

Couldn't agree more, matey. So, as your time in the public eye draws to an close, are there any last few messages you'd like to send out?

"I think Electronic Arts and Bullfrog should be given a medal for their services to the world. They don't waste their money on expensive film licences – they spend it on coming up with innovative products instead. And finally, everyone out there should remember one thing: you've got a life – always remember that there's more to it than computer games."

And with that, he was gone, breezing out of the office clutching his plastic Future carrier bag of souvenirs. Thanks Lawrence, close the door on your way out.

ED'S TOP FIVE

Formula One Grand Prix
If they brought out a head-to-head version, I'd run out and buy another computer just to play it on.

Populous
Both 1 and 2, I've played them both to death.

Sim City
Something I can really get into.

F-18 Interceptor
An oldie, but a goody.

Dynablaster
I agree with the AP team – it's almost too good for words.

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ABSOLUTE POWER

Remember our unique last-word guide to every Amiga game ever? Well, we lied.

Yeah, yeah, okay. Maybe we were being a bit optimistic when we said we might have missed "one or two" games out of our legendarily near-definitive Absolute Power feature back in the heady days of issue 24. Fact is, er, about 400 'omissions' seems nearer the mark. But hey, we'd like to see YOU try it. But then again, of course, some of you did (although, ironically, none of the smug gits who wrote in sarcastically pointing out how many games we didn't mention noticed that we actually managed to include two particular games twice each, with conflicting entries. Oops. £50 of software to the first person who writes in and tells us which ones they were).

Anyway, since most of the time we, almost by definition, didn't know anything about the games you uncovered for us, we didn't see much point in trying to fiddle with the mini-reviews you sent in, so most of the following comes to you directly from your fellow readers, and we therefore accept no responsibility if you rush out and buy some game heartily-recommended below and find out that it veers dangerously close to being totally rubbish. Where we DO know a game and just, er, forgot to include it in the feature originally, we've exercised a certain amount of editorial censorship. Worry not, you'll be able to spot where this happens.

And that's that. Keep this 'Appendix' in a safe place beside the original Absolute Power, and together they'll give you the most complete guide to Amiga software ever assembled by anyone in the history of history. And hey, if you're reading this and you think of another game or two that we still haven't managed to include, please don't hesitate to drop dead. *("Write in and tell us", I think, is the phrase you were looking for. – Ed)*

1 MEG CRICKET
Sondware £6.99
Availability: 5/10.
Poor cricket sim with impossible control system. Speech samples and streakers relieve the monotony, but fail to save the game. ★

20,000 LEAGUES UNDER THE SEA
Infogrames £24.99
Availability: 0/10.
Interesting French graphic adventure that was based on the Jules Verne book. Not really that much to do other than just observe the events rather than get involved and affect them. ★

AAARGH!
Arcadia Systems
Availability: From 1987? You jest, surely?
Horizontal rampaging alternates between a giant lizard and then a giant ogre, sort of like a talentless *Walker*, but with punching. ★

ACTION FIGHTER
Kixx £7.99
Availability: 1/10.
Hey isn't this *Major Motion/Spy Hunter?* It's also cack. ★

ACTION SERVICE
Cobra Soft
Availability: Nul points.
An early French offering, with split-screen army training simulation. Atmospheric, but with incomprehensible controls. ★★

ACTISOURCE
Activision
Availability: From 1986? Check back to Aaargh!
Strangely enough, the disk calls it *Hacker 2*. Hack into a computer then guide robots by remote control. Worth playing, that's for sure. ★★★

ADRENALYNN
Global £9.99
Availability: 4/10.
Four-player *Projectyle*-type gameplay raises this game from the ashes. ★★

ADVANCED SKI SIMULATOR
Code Masters £4.99
Availability: Hanging in there, somewhere.
Poor skiing game with pretty graphics. ★

ADVENTURE CONSTRUCTION SET
Electronic Arts
Availability: Not a hope.
Standard eponymous package, converted from a 1984 PC version. ★

AFTERBURNER
Hit Squad £7.99
Availability: 8/10.
How could you forget this classic... After who? Easy, huh? ★

AIRMANIA
Addware Ltd £Shareware
A shareware clone that promised big prizes if you completed the game, starring the ZX Spectrum/C64 cult hero The Pi Man. No? We didn't bother with it either. ★

AMEGAS
Availability: Bargain Basket only.
Average *Breakout* clone that was good, but surpassed by better ones such as *Arkanoid*. ★★★

AMERICAN ICE HOCKEY
Mindscape
Extremely boring, but also known as *Superstar Ice Hockey*, as if you really wanted to know. ★

AMIGA SOCCER
Microdeal £19.99
Availability: Just try and find this one, people.
One of the first Amiga soccer games, and it shows. Extremely bad. ★

A MIND FOREVER VOYAGING
Infocom/Activision £19.99
Availability: 1/10.
Great science fiction-adventure, very stylish in a Robert Heinlein type of way. ★★★

ANNULS OF ROME
PSS £24.99
Availability: 0/10 (Bargain bins only).
Incredibly limited wargame that was a poor showing on the Spectrum. ★

ANTHEADS: IT CAME FROM THE DESERT 2
Mirrorsoft
Availability: 0/10.
This disk can only be used with the original. Harder than the first, it was popular but never sold as well. ★★

APPRENTICE
Rainbow Arts £24.99
Availability: 2/10.
Basic run and jump platform, very boring with no long term interest. ★

ARCADE TRIVIA
Zeppelin £7.99
Availability: It doesn't have any.
Utterly, utterly pointless pub quiz machine conversion. *(With really nice music. – AP)* ★

ARDENNES OFFENSIVE
Internecine £29.99
Availability: 2/10.
Historical wargame from WW2, graphics haven't changed one bit (because there aren't any). ★

ARKANOID – REVENGE OF DOH
The Hit Squad £7.99
Availability: 1/10.
Extra effects transform what would be a straight *Breakout* clone into a thoroughly compulsive classic. Shame that the 'extra lives' function won't work. ★★★★

ARMAGEDDON MAN
EDA £19.99
Availability: 0/10 (I don't think this was actually released)
Intriguing wargame/strategy, surpassed by *Balance Of Power*. ★★

ARMAGEDDON MAN
Martech £4.99
Availability: 0/10.
Strategy game that's actually pretty good – you too can control the world. *(Could this possibly be a budget version of EDA's* Armageddon Man, *above? Who cares? – AP)*
★★★

ARMY MOVES
Dinamic
Availability: 0/10.
The game that was made before playability was invented. Dire and really hard moon buggy shoot-'em-up type thingy. ★

ARNIE
Zeppelin £19.99
Availability: 0/10.
Violent, but extremely tiresome blaster. ★

AROUND THE WORLD IN 80 DAYS
Interceptor £19.99
Availability: From whoever wrote it. Maybe.
A collection of sub-games takes you on a trip around the world, but if you fail, you've got to go through everything. Snooze. ★★

ART OF CHESS
SPA
You put in the disk and play chess, if you want, the computer can be good, medium, or bad. Oh, and the graphics aren't too awful. ★★★

ARTHUR: THE QUEST FOR EXCALIBUR

£24.99
Availability: 2/10.
One of Infocom's last adventures, it used graphics well, though real Infocom fans prefer just text. ★★★

ASTERIX

Coktel Vision £6.99
Availability: Extremely not.
Nice cartoony graphics, but showing its considerable age. Stick to the comic books, diminutive Gallic hero. ★★

ATOMIX

Thalion
Availability: Poor.
A game on the 'sliding block' theme, except with molecules. Similar to *The Power* by Demonware. ★★★

ATRON 5000

Players £4.99
Availability: 4/10.
Budget light cycles game that was a minor hit – you may still find it on the back rows of the budget shelves. ★★★

AWESOME

Psygnosis £25.99
Availability: 2/10.
Space trading blaster. Although entertaining, the different game styles don't entirely gel, and it gets a little boring before too long. ★★

BACK TO THE FUTURE 2

Image Works £25.99
Availability: Rare.
Another poor, no gameplay-at-all, film tie-in. Dodgy controls on the hoverboard sequences, and pretty tired gameplay all round. ★

BADLANDS PETE

Arc £19.99
Availability: 1/10.
Platform game with cowboys and indians, badly programmed. ★

BANDIT KINGS OF ANCIENT CHINA

Infogrames
Availability: 0/10.
PC conversion of the strategy game. A simple case of a little fish in a huge ocean. Adds nothing new to the genre. ★

BANE OF THE COSMIC FORGE

US Gold £37.99
Availability: 7/10.
Competent RPG in the *Eye Of The Beholder* mold, but not quite in its class. ★★★

BAR GAMES

Accolade £24.99
Availability: From rubbish skips everywhere.
It's bad enough to stop even the most chronic alcoholic from going into a pub again. Possibly the worst graphics and overall effects of all time. ★

BATMAN – THE CAPED CRUSADER

Hit Squad £7.99
Availability: 2/10.
An arcadey adventure that's so samey looking, you're never sure where you are or what you're meant to be doing. Alright for fans, with suitable, but not spectacular, graphics. ★★

BATTLETECH

Infocom £24.99
Availability: 1/10.
Great strategy from the masters, with wargame, adventure and role-playing mixed in. It's all about battling on a planet with 100ft robots. ★★★

BATTLETECH 2: CRESCENT HAWK'S REVENGE

Activision £24.99
Availability: 1/10.
Follow-up that was more wargame orientated, heavily strategic in nature, but somehow maintained a human element, ie you feel happy or sad depending on the battle's progress. ★★★

BEVERLY HILLS COP

Tynesoft £24.95
Availability: 1/10.
A close conversion of the movie in that it's pretty boring and tedious. Includes a hopeless 3D car bit and a *RoboCop*-type first level. ★★

BILL ELLIOT'S NASCAR CHALLENGE

Konami £25.99
Availability: 1/10.
3D racing game in the style of *Days Of Thunder*, though thankfully it's faster and a whole lot deeper too. Sadly it's nowhere near as fast or exciting as *Indy 500*. Hunt it out, Nascar fans. ★★

BISMARK

PSS/Mirrorsoft £24.99
Availability: 1/10.
The popularly-held opinion is that it's a misprint: it should read ABYSMAL. ★

BLACK LAMP

Firebird £24.99
Availability: 0/10.
Charming platform game that was never big when it was released and probably doesn't cut the mustard now. Wonderful colour schemes, I wonder where the programmer(s) are now. ★★

BLASTEROIDS

Kixx £7.99
Availability: 5/10.
Asteroids in the 90s, one of the better arcade conversions, albeit aged horribly. The best bit is the two-player simultaneous option. ★★

BLOODWYCH: DATA DISK 1

Mirrorsoft/Imageworks £19.99
Availability: 0/10.
Impossible to find and not worth it either. Basically more of the same. ★

BLUE ANGEL 69

Magic bytes £19.99
Availability: 0/10 (Thank God...)
From the early days of the Amiga comes this puzzler. A sliding block puzzle game, the only good thing about it are the pictures of the female robots. *(Er, wahey. – AP)* Terminal gameplay. ★

BMX SIMULATOR 2

Codemasters £6.99
Availability: 5/10.
Multi-player fun, it won't last you very long, but then it won't kill your bank account either. ★★

BOMB JACK

Elite £7.99
Availability: It's out there – somewhere.
Terrible conversion of the arcade and 8-bit classic. Worth emigrating to avoid. ★

BORROWED TIME

Interplay
Availability: 1/10.
Old adventure game from Interplay, one of their first games and it shows. ★

BOULDERDASH

Wicked Software £6.99
Availability: Not very.
Passable conversion of a classic, but too few technical improvements. ★★

BRIAN CLOUGH'S FOOTBALL FORTUNES

CDS £7.99
Availability: Not likely, matey.
A fun computer board game, unless your IQ exceeds 22 (allegedly the number of copies sold.) ★

BUBBLE GHOST

Infogames £19.99
Availability: 1/10.
Imaginative and original romp through a medieval castle, with simple but challenging gameplay. ★★★

CAPONE

Actionware £29.95
Availability: 1/10.
Expensive *Op Wolf* clone, with identical gameplay. ★★

CAPTAIN FIZZ

Psyclapse £14.99
Availability: No chance.
Excellent loading screens, and then it all goes downhill. Poor, slowly paced puzzle game. ★

CAPTAIN FIZZ AND THE BLASTERONS

Psyclapse £14.99
Availability: 0/10.
Gauntlet-inspired maze game. In the two-player mode it's split-screen time, beating *Crackdown* in the gameplay and visual style stakes. It's nearly a classic. ★★★

CARDIAXX

Electronic Zoo £25.99
Availability: 0/10.
(Yet) another fast but tiresome horizontally-scrolling shoot-'em-up. ★

CARNAGE

Zeppelin £7.99
Availability: 8/10.
Super Skoda Challenge goes commercial in this excellent little racing game. ★★★★

CARRIER STRIKE: SOUTH PACIFIC 1942-44

SSI £24.99
Availability: 0/10.
Obscure naval wargame that never made it. ★

CENTREFOLD SQUARES

CDS
Availability: Mail order, maybe?
A rather crappy 'uncover the bimbo by playing Othello' kind of game. ★

CHRONICLES OF OMEGA

Arc £19.99
Availability: 1/10.
A two year-old game that was dated when it was released. The platform action is unoriginal and there is no desire to get on to the next level. ★

CHUBBY GRISTLE

Grandslam £24.99
Availability: 3/10.
A *Monty Mole*-inspired game which brings about ugly 8-bit flashbacks. ★

CHUCKIE EGG 2

Pick and Choose £7.99
Availability: 2/10 But who gives a turnip?
The original was so brilliant I couldn't believe that the same people could have actually written this trash. ★

CIRCUS GAMES

Tynesoft £24.95
A novel attempt at the joystick-waggling genre. Instead of competing in track and field events, you take part in the trapeze, tightrope, trick horse and, most bizarrely, tiger training. Despite well-defined and detailed graphics and atmospheric music, the difficult control method, endless loading and tedious gameplay make this pretty limited. ★★

CLOUD KINGDOMS

Millennium £24.99
Availability: On budget soon, maybe?
Control an injection-moulded, eight-way rolling, rubber-bottomed software hero around lots of mazes collecting gems in this addictive game. ★★★

CLOWN O MANIA

Starbyte £19.99
Availability: 0/10.
Excellent *Pac-Man* like game, in a 3D platform arena. You control a clown, collect the dots and avoid the nasties. Brill graphics, brill sound, brill game! ★★★★

CLUEDO

Leisure genius/Virgin £19.99
Availability: 3/10.
Not as much fun as the real boardgame, graphically poor and the the opponents are just too computerfied. Only worthwhile if you love the game but have no friends handy. Look to PD for better examples. ★

COLORIS

Avesoft £24.99
Availability: 1/10.
Tetris with colours and expensive for what it is. Better versions of this appear as PD. ★

COLOSSUS CHESS 10

CDS £24.99
Availability: 2/10.
Graphically uninspiring (compared with *Battle Chess)*, but it plays the best game of chess ever. Loads of options too. ★★★

CONFLICT KOREA

SSI £24.99
Availability: 1/10.
Wargames-wise these are just not popular enough to warrant stocking in most shops. If you want them, buy them when you see them, order them from speciality shops or buy a real boardgame. ★

CORPORATION

Core £29.99
Availability: 5/10.
Very tough simulation that's hard to get into and control, in a first-person-wander-around-a-large-infested-kind-of-building sort of way. ★★

COUNT DUCKULA – NO SAX PLEASE WE'RE EGYPTIAN

Alternative Software £6.99
Availability: 3/10.
Platformy-type race against the clock with Nanny and Egor thrown in for good measure. Ugh. ★

CRAPS ACADEMY

Microillusions £19.95
Availability: Crap(s).
A casino-based game where you roll dice to win cash. Yeah, right. ★

CRICKET CAPTAIN

Strategy Masters £24.99
Availability: 2/10.
Bright graphics and reasonable gameplay in management mode, but almost impossible in two-player mode. The odd control method, and your team's insistence on having low morale after six victories lets the game down. ★★★

CROWN

Omegavision £15.99
Cute and funny little beat-'em-up with little challenge and lots of repetition. ★★

CURSE OF RA

Rainbow Arts
Availability: 3/10 Still kicking around out there.
A rather good variant on the pick-a-pair style of game where you have to align two tiles in either the X or Y axes. The problems start when some of them won't move. ★★★★

DANGER FREAK

Rainbow Arts £24.99
Availability: A bit like the Lost Ark.
You play a stunt person, but appalling animation, jerky scrolling and dire gameplay wipe out that single good idea. ★

DARK CENTURY

Titus £4.99
Availability: 1/10.
You drive a huge tank thing around a flat area shooting other tank things. Horribly confusing for a game that's so shallow. Available in the *Delta Force* compilation. ★★

DATASTORM

Visionary Design 24.99
Availability: Not very.
Incredibly fast *Defender* rip-off, er... tribute complete with power-ups. Good to fill in a blank half-hour of your life. *(We're a bit sorry about missing this one out, as it is indeed a bit fab. – AP)* ★★★★

DAYLIGHT ROBBERY

Electronic Zoo £19.99
Availability: Nowhere.
Awful platform game with a multi-player option that actually manages to make it worse. The title sums it up pretty well, really. ★

DAYS OF THUNDER

Mindscape £24.99
Availability: 3/10.
Basic 3D driving game (loosely) based on the film. The manual says "with five excellent tracks", so it's a pity they are all virtually identical ovals. ★

DEJA VU 1 + 2

MINDSCAPE £24.99
Availability: 0/10.
Graphic adventure in a similar style to the 'Windows' system invented by Magnetic Scrolls, but this game beat it by about four years! Great detective whodunnit. Buy it. ★★★

DESERT RATS

CCS £19.99
Availability: 0/10.
Unlikely to ever see this again, but that's no bad thing. Wargaming at its most basic. ★

DIAMONDS

Anco £24.99
Three words: Crap. Platformer. Forget. ★

DRAGON STRIKE

SSI £24.99
Availability: 2/10.
Failed attempt at a 3D flight simulator

of a dragon! Great idea but badly programmed. *Red Baron* is much better. ★

DREADNOUGHT
Mastertronic £4.99
Availability: 0/10.
One of the first Amiga budget games. A terrible attempt at a 16-bit version of *Uridium*. I'm afraid that the only person who can program an *Uridium* game is Andrew Braybrook. ★

DRUID 2: ENLIGHTENMENT
Firebird £24.99
Availability: 0/10.
Bullfrog's first game *(Are you sure about this? – AP). Gauntlet*-orientated one- or two-player action. The style is dated but there is a bit more depth to it like spells and choosing the best weapon for the right enemy. ★★★

DUGGER
Lin-el
Availability: 2/10.
Hilarious starting sequence with great sounds, yet the game lacks variation between levels. *(Probably because it's an excellent tarted-up conversion of brilliant old arcade game* Dig Dug. *– AP)* Definite thumbs up, though.
★★★★

DUNGEON QUEST
Image Tech £24.99
Availability: Don't bother looking.
Boring text adventure with dull graphics. If you can see more than five screens, you can stay awake through anything. ★

EARL WEAVER BASEBALL
Electronic Arts £10.99
Availability: Only direct from EA in the US of A.
Slightly blocky graphics and the usual 'swing and hope' gameplay common to all 'hit a moving ball with a stick' games spoil a great management game. Only for baseball freaks, though. ★★★

ELITE
Rainbird £25.99
Availability: 8/10 See small ads.
Excellent space trading, shoot-'em-up, adventure game. Brilliant 3D graphics and wonderful playability make this one a classic. ★★★★★

EMMANUELLE
Tomahawk £24.99
Availability: 0/10.
Soft-porn linear adventure from a French programming team. Quite old now, so you'll have to hunt for it, but it's not worth it for all the above reasons. ★

ESCAPE FROM COLDITZ
Gibson's Games/Digital Magical Software
Availability: 3/10.
You control four POWs of different nationalities, and go around collecting keys and exploring. Brilliant fun for fans of the board game. ★★★★★

ESKIMO GAMES
Magic Bytes £24.99
Availability: 0/10.
Imagine a compilation of track-and-field-type sports events but in the disguise of Arctic Wastelands. Right, now imagine that it's totally unplayable. ★

EUROPEAN SOCCER CHALLENGE
Smash 16 £6.99
Plays like an arthritic, three-legged donkey plays lacrosse. ★

EXELON
Hewson
Availability: A search for Atlantis might prove more fruitful.
Passable split-screen spacey scrolling walk-along shoot-'em-up thing which, despite sluggish animation, poor sonics and little reward, keeps you playing. Addictive. ★★★

EXTENSOR
Players £4.99
Availability: 2/10.
You might find this light cycles game somewhere, though you're better off finding it in the public domain. Still a good version though. ★★

EYE
Availability: 1/10.
Super-obscure puzzle game that fell by the wayside during the early days of *Tetris'* popularity rise. ★★

F1 TORNADO
Zeppelin £4.99
Availability: 1/10.
A flight sim which looks okay, but has limited plane movement and dull enemies. There really are better sims out there. ★★

F15 STRIKE EAGLE
Microprose
Availability: 2/10.
Run-of-the-mill flight sim that's been completely overshadowed by its sequel *(F15 Strike Eagle 2 – AP)*. ★★

FALLEN ANGEL
Screen 7 £24.99
Availability: 0/10.
Failed shoot-'em-up from this thankfully short-lived company. ★

FANTASY WORLD DIZZY
Code Masters £7.99
Availability: 8/10.
It's Dizzy – in one of his better bouncing egg incarnations. Available in the *Dizzy Collection.*
★★★

FAST FOOD
Codemasters £7.99
Availability: Try the Dizzy Collection.
Pac-Man done Codies style. Available in the *Dizzy Collection.* ★★

FAST LANE
Cascade £24.99
Availability: 0/10.
Cascade changed their name to Artronic and attempted to change their image. They went into obscurity after this driving game. Probably found in the bargain bins for 50p to be used as a blank disk. ★

FERNANDEZ MUST DIE
Mirrorsoft/Imageworks £24.99
Availability: 0/10.
One of the first releases from this company was a poor man's *Ikari Warriors* clone. The sad fact is that *Ikari Warriors* is older and better. ★

FEUDAL LORDS
Impressions
A *Defender Of The Crown* type simulation where four lords battle for land and power by building castles and towns and hurting people. Great in four player mode.
★★★★

FIRE AND FORGET
Titus £24.95
Availability: Forget it.
Before Titus came up with *Crazy Cars 3*, they made this lamentable *Road Blasters* copy, but everyone's got at least one thing to hide. ★

FIRE
New Deal Productions
Availability: Rarer than a Paul Daniels fan.
Mega-obscure *Silkworm* clone. Steer clear if anyone offers you a copy. ★

FIRST CONTACT
Firebird £24.99
Availability: 0/10.
Another attempt at the *Paradroid*-type game fails because of the poor audio and visuals (black-and-white Spectrum-quality graphics) and wafer-thin gameplay. ★

FIRST DIVISION MANAGER
Code Masters £7.99
Availability: 7/10.
Boring football management game that adds nothing new to the tired genre. ★

FISH
Magnetic Scrolls £24.99
Availability: 2/10.
Excellent adventure that recently got the 'Windows' treatment along with *Guild of Thieves* and *Corruption* on a special compilation. ★★★★

FLEET COMMAND
Arcane £24.99
Availability: 0/10.
Wargame for aircraft carriers. Poor, even for a wargame. ★

FLYING SHARK
Firebird £24.99
Availability: 1/10.
Vertically scrolling shoot-'em-up that doesn't look that much better than a *SEUCK* game. Luckily it's still playable. ★★★

FOOTBALL MANAGER 2
Addictive £19.99
Availability: 3/10.
Yes, a management game, and a fiddly one at that. Niggly controls mar an otherwise jolly decent game. ★★★

FOUNDATIONS WASTE
Exocet
Availability: 1/10.
Ancient *Xenon*-type vertically scrolling shoot-'em-up that's slow and ponderous. ★

FRONTLINE
CCS £24.99
Availability: 0/10.
Man-to-man wargaming – it's okay. ★

FULL CONTACT
Team 17 £7.99
Availability: Still kicking about in department stores.
Large fighting area with a scrolling screen, lots of opponents, and a bit of an unrealistic bit where you jump about 50 feet into the air from a standing start. A passable beat'-em-up. ★★★

FUTURE BIKE SIMULATOR
Hi-Tec £6.99
Availability: 5/10.
Laughable into-the-screen driving game. Why waste your money when you can save a bit longer and go for *Crazy Cars 3?* ★

GARFIELD: BIG FAT HAIRY DEAL
Edge £24.99
Availability: 0/10.
Just as bad as *Winter's Tale.* ★

GARRISON 1 + 2
Rainbow Arts £24.99
Availability: 0/10.
Beats *Gauntlet* at its own game. Gameplay is more exciting as well as adding a fifth character, the Dwarf. My one wish is for both of these games to get a re-release. ★★★★

GETTYSBURG
Arc £24.99
Availability: 0/10.
Another 'Battlescape' wargame from Peter Turcan. His wargames are unique in that you only see what the commander sees, literally. If the enemy is hiding behind a forest you won't see them. I'd liken it to a golf game in graphic style that sometimes doesn't work *(Er, yes. – AP)*. ★★

GIGANDIA
Swiss Computer Arts £14.99
A variant on *Breakout*, very similar to *Arkanoid*, and just as playable. ★★★

GLOBULOUS
Software Biz £24.99
Availability: 1/10.
This platform puzzler never sold well due to it being too boring to play. Cute visuals though.
★

GNOME RANGER + GNOME RANGER 2: INGRID'S BACK
Rainbird £24.99
Availability: 1/10.
One *(Two, surely? – AP)* of the last adventures from Level 9. They managed to incorporate graphics, but not at the expense of text. ★★★

GOLDEN PATH
Firebirds £19.99
Availability: 0/10.
Old 8-bit *Sabre Wulf* clone gets re-hashed and fails miserably. I'd hate to have been associated with this pile. ★

GP TENNIS MANAGER
Simulmondo £24.99
Availability: 2/10.
Better than most football management sims, but that's not saying much.
★★★

GRAEME SOUNESS SOCCER MANAGER
Zeppelin Platinum £7.99
Availability: 9/10 Anywhere.
Features terrible match graphics with square-headed players, and it's ridiculously easy. Really good animated menu graphics though, which is strange. ★

GRAND MONSTER SLAM
Golden Goblin £24.99
Availability: 1/10.
Pathetic attempt at a fantasy sports game. ★

GRAND PRIX SUPER
Code Masters £6.99
Availability: 7/10.
Great fun for two players, this *Super Sprint* clone is better than most of its type. I'd go for *Super Off-Road Racer* now it's on budget too. ★★

GREAT COURTS 2
Blue Byte £7.99
Availability: 4/10.
Smooth graphics, effective sound and very polished gameplay all adds up to a rather sexy tennis sim. Oh, and you can be a woman or a bloke. Pretty 90s huh? ★★★★

GRID IRON
Mindscape £24.99
Availability: 0/10.
American football game badly translated from the PC version which was slow and horrible to begin with. Stick to *John Madden.* ★

GRIMBLOOD
Mastertronic £4.99
Availability: 2/10.
Little known release from Mike *'Midwinter'* Singleton. It's basically a whodunnit graphic adventure. Not bad. ★★

GUARDIAN ANGEL
Code Masters £6.99
Availability: 1/10.
Clean up the crime-ridden Manhattan docks, fighting off thugs armed with iron bars. Awful game all-round, with no single redeemable feature. ★

HACKER 1 + 2
Activision £19.99
Availability: 0/10.
Intense gameplay like this needs no 16-bit graphics, but they would have made it more appealing. I'd liken it to *Captive* where you control robots attempting to infiltrate an enemy base. The base is viewed from four video cameras which you can adjust.
★★★

HARDBALL
Accolade £24.99
Availability: 1/10.
Ancient baseball sim that's good for the first couple of hours before you realise it's no fun to play. Strictly for baseball fanatics. ★★

HARD NOVA
EDA £24.99
Availability: 1/10.
Open-ended science fiction role-playing game. Basic graphics and the fact that it's open ended makes it too boring. Dedicated fans will like it. ★★

HAWKEYE
Thalamus £24.99
Availability: 0/10.
Another non-starter conversion of a C64 classic. Run around, shoot around and... yawn. ★

HEADCOACH V3
Midnight Oil £19.99
Availability: Mail order.
Good attempt at a American football management game from a small outfit. More statistics than you'll ever need and good attention to detail.
★★

HEAVY METAL HEROES
Players £6.99
Availability: 0/10.
Okayish graphics but no fun at all, even if you love shoot-'em-ups. No need to avoid, 'cos you probably won't be able to find it anyway. ★

HELLBENT
Novagen £19.95
Availability: Very poor.
From the makers of *Mercenary*, you'd expect a classic shoot-'em-up. However, *Hellbent* sucks. ★

HELL RAIDER
Arc £24.99
Availability: 0/10.
Uninspiring, unoriginal, unplayable and unbelievably bad shoot-'em-up. ★

HOLLYWOOD HI-JINX
Activision £24.99
Availability: 0/10.
Another Infocom text adventure. ★★

HOSTAGES
Infogames £4.99
Availability: 6/10.
Get into the embassy, off all the terrorists and rescue the hostages in a series of sub games. All a bit crap, but fun nonetheless. ★★

HOSTILE BREED

Palace £7.99

Availability: 4/10.

An earthquake has ruptured the outer wall of your space complex, and xenomorphs are swarming all over the place. Oh dear, it's going to be one of those days. Nice, but with lagging graphics,and also over-complex. ★★

HUNT FOR RED OCTOBER

Grandslam

Availability: 5/10.

Not very interesting gameplay and the difficulty curve is too steep. A bad conversion of a good film. ★★★

HUMAN KILLING MACHINE

Availability: 0/10.

An ancient beat-'em-up that sets out to be awful, and manages it with a considerable degree of success. ★

INDY HEAT

Storm £25.99

Availability: Still going round the track in some places.

A *Super Sprint* type of game with lots of tracks – best played with a few mates. ★★★

INSECTS IN SPACE

Hewson

Availability: 0/10.

Sensible Software wrote the original on the CBM 64, but another programmer wrote this version of a *Defender* clone. I believe it was only released as part of a compilation. ★★

INTERNATIONAL TRUCK RACING

Zeppelin £7.99

Availability: Pretty durned ubiquitous.

Overhead racing game in monster articulated trucks that ends up looking like racing bendy pipecleaners. ★★

ITALIA 90

Code Masters

John Motson: Plays remarkably like that bloke Geoff Thomas does. Ron Atkinson: Very much so. *(Translation: "Not very good". – AP)* ★

JET SET WILLY

Software Projects £9.99

Availability: 5/10.

We continually ask for 16-bit versions of 8-bit games, but not done like this. The screen now scrolls revealing the jumps that were leaps of faith before and the graphics have lost all their Spectrum charm. ★★

JINXTER

Rainbird £24.95

Availability: 1/10.

Weird adventure from the best of British. Using graphics it tells the tale of interdimensional skullduggery. It can be a bit too weird for its own good. ★★★

JOAN OF ARC

Rainbow Arts £24.95

Availability: 0/10.

Old graphic strategy game with only a bit more depth than *Defender Of The Crown*. Buy it to see the beginning of the graphic strategy game. ★★

JOE BLADE

Players £4.99

Availability: 0/10.

Spectacularly popular game on the 8-bit machines that spawned two sequels. It's an arcade adventure with you as a cute mercenary, shooting equally cute enemies. Short-lived game life and lack of advertising and reviews meant it never did well on the 16-bit formats. ★★★

JOE BLADE 2

The Player

Availability: 2/10.

You go around killing your enemies, then do a shallow puzzle section. Dull. ★★

JOURNEY TO THE CENTRE OF THE EARTH

US Gold £24.99

Availability: 0/10.

Graphic adventure following the plot of the Jules Verne novel. What we have here is a series of sub-games using digitised graphics. The sub-games are very poor, relying on no skill. Between the mini-games are the journey parts where you are told so-and-so broke his leg climbing up a cliff. You only have a limited amount of men and it appears that injuries are entirely random. ★

KENNEDY APPROACH

MicroProse £19.99

Availability: 0/10.

Primitive graphics hide a playable game. It gets too boring too quickly. ★

KENNY DALGLISH SOCCER MANAGER

Zeppelin Games £7.99

Availability: Not at all, really.

Imagine *Kenny Dalglish Soccer Match.* Imagine that instead of playing the game, you pick the team. Aaaaaghhh!! ★

KHALAN

Rainbow Arts £24.95

Availability: 1/10.

Medieval graphic strategy game that's good, relatively easy but ultimately boring. Graphical sequences are nice but get tedious after a few plays. ★★

KICKSTART

Mastertronic

Availability: Not too likely.

Remember that old BBC series featuring trials bikes and that long suffering VW Beetle? This game version's a worthy spin off, and is surprisingly good fun. ★★★

KING OF BARBARIANS

Downunder £24.99

Availability: 0/10.

The hero can either fight or move, but not both. Definitely not the king of beat'-em-ups. ★

KNIGHT ORC

Rainbird £24.99

Availability: 1/10.

Great three-part adventure where you play the bad guy for once. Realistic environment with character interaction a top priority. Great laugh when you have six or seven of the computer characters all in the same location and start arguments. ★★★★

KRISTAL

Addictive £24.99

Availability: 0/10.

Weird science fiction graphic adventure from the football management masters. Good plot and funny. Stylish with a pirate's swashbuckling feel to it. Trivia fans will note that the writers of this game were involved with the musical Hair, and that this game was intended for the stage before they decided to make a game of it. ★★★

KRYPTON EGG

Availability: 3/10.

Winner of the most eye-straining graphics ever award, this is a sort of tiresome breakout game. Available on the *Big Box* compilation. ★

KWIK SNAX

Availability £7.99

Availability: Try the Dizzy *collection.*

Pengo variant for younger gamesters. ★★

LANCELOT

Rainbird £24.95

Availability: 1/10.

Arthurian-era adventure from Level 9 that uses graphics. A big hit with the adventure fraternity. ★★★

LAND OF LEGENDS

Micro Illusions £24.99

Availability: 0/10.

Stickman graphics in this charming fantasy. Pre-dates *Dungeon Master* – in the style of *Ultima*. ★★

LAST DUEL

US Gold £7.99

Availability: 0/10.

Two-player *Spy Hunter*-style shoot-'em-up. Okayish. ★

LEATHER GODDESSES OF PHOBOS

Infocom £24.95

Availability: 0/10.

Camp, lewd and bawdy text adventure from the masters. Very funny in a Monty Python kind of way. ★★★★

LEAVIN' TERAMIS

Thalion £24.99

Availability: 0/10.

Sub-standard sci-fi *Gauntlet* that's too bloody short, too bloody easy, too bloody hard, not enough enemies, too many colours and not enough dead people. Yeah, that sounds right. ★

LED STORM

US Gold £7.99

Availability: 3/10.

Futuristic *Spy Hunter* clone from the keyboard of David Broadhurst (Software Creations chap and programmer of *Bubble Bobble*, *Dojo Dan* and *Assassin*). It's not his fault it's poor – it's mainly due to Capcom's original arcade machine being dull. ★

LEGEND OF FAERGIL

Rainbow Arts £24.95

Availability: 1/10.

You may still find this advanced *Bard's Tale*-style adventure about. An awesome involving adventure that demands you learn another language to play it. ★★★

LETHAL WEAPON

Ocean £25.99

Availability: 10/10.

AP reviewed this a few months ago and it's aged badly already. ★★★

LIGHT CORRIDOR

Infogrames £24.99

Availability: 1/10.

3D *Breakout*-inspired game. Too basic and too expensive. ★

LITTLE COMPUTER PEOPLE

Mastertronic £4.99

Availability: 0/10.

The game that rocked the nation, probably best described as *Sim House*. You have total control over the occupant and can torture or pet your little person in any way you see fit. Each occupant is unique and has a variety of skills and personal interests too. ★★★★

LOMBARD RAC RALLY

Hit Squad £7.99

Availability: 3/10.

Excellent when it was first released, its about the same quality as the *Test Drive* games. *Toyota Celica* from Gremlin is the same price and certainly a better game. ★★

LOOPZ

Audiogenic £24.99

Availability: 2/10.

Puzzle game that never made it big. The principle is simple and in practice it's brilliant – you place random shapes on a grid with the intention of making loops. ★★★★

LUXOR

Paradox £24.99

Availability: 0/10.

An unplayable shoot-'em-up with not a single redeeming feature. Hardly worth mentioning, really. ★

MAD TV

Rainbow Arts £24.99

Availability: 0/10.

Weird graphic strategy platform adventure where you run a TV station. I don't think it was ever released, though the concept was good it seemed it was too involved. ★★

MAGIC CANDLE 1 + 2

Mindcraft

Availability: 0/10.

Obscure (thankfully) pre-*Bard's Tale* role-playing games. Die-hard fans will find what they want from these if they can find them in the first place. ★

MAJOR MOTION

Microdeal £9.99 (as part of the *Tri-Star Simulations* collection)

Availability: 1/10.

I'd rather have one than play this *Spy Hunter*-type of game. *(Oh dear. See what happens when we let readers write reviews? – AP)* ★

MANIAC MANSION

US Gold £24.99

Availability: 1/10.

The very first graphic adventure from Lucasfilm (where do you think *'SCUMM' – Script Creation Utility for Maniac Mansion* – came from?). C64-quality graphics disguise an awesome adventure. Best described as a cross between the Munsters/Addams Family and the Rocky Horror Picture Show. ★★★★

MARIO ANDRETTI'S RACING CHALLENGE

EOA

Availability: 0/10.

Attempting to steal *Indy 500's* thunder is not an easy task – only *F1GP* from Sir Geoffrey Crammond has done it. What we have here is a 3D polygon race game that is slow but has a lot of depth. Failed to make any ripples in the market due to bad distribution. Buy it if racing and depth is your fave combination. ★★★

MARTIAN MEMORANDUM

US Gold £24.99

Availability: 0/10.

Futuristic sci-fi thriller with passable graphics, an interesting plot about virus but really boring to play. ★

MEGA PHOENIX

Dinamic £24.99

Availability: 0/10.

Tribute to the classic *Phoenix* arcade game. The graphics are improved but it captures none of the original charm and playability. ★

MERCHANT COLONY

Impressions £24.95

Availability: 1/10.

At last a worthwhile game from a company not noted for worthwhile games. *(Unless you like wargames, of course. – Legally-minded AP crew)* What I want to know is why has Impressions out-lived Cinemaware? It seems Impressions have gotten very popular with their programs in America. Apparently the USA appreciates sloppy graphics and that explains why American games are so badly programmed themselves. ★★★

MIGHT AND MAGIC 2

US Gold £24.99

Availability: 3/10.

Not that much more advanced than *Bard's Tale* standards. ★★

MIKE REID'S POP QUIZ

Elite £19.99

Availability: 0/10.

A 'happening' quiz game, about 'happening' music that ain't 'happening' now. What's the point? The questions are dated and are all about bands that probably don't exist anymore. ★

MINI GOLF

Gremlin £19.95

Availability: 1/10.

An enjoyable version of that fun, seaside pastime – crazy golf. It's alright, I suppose, but you'd be better off going for EA's *Zany Golf*. ★★

MOTORBIKE MADNESS

Mastertronic £4.99

Availability: I doubt it (lucky people).

Off-road motorbiking but without the motorbike or any handlebars. If you want absurd, frustrating controls, get this, a Sinclair C5 or a life. ★

MYSTERY OF THE MUMMY

Rainbow Arts £24.99

Availability: 0/10.

Limited graphic adventure set in the Gothic 1920s. Excellent sepia tone period graphics, but not much else. ★

MYTH

Magnetic Scrolls

Availability: 1/10.

Small adventures especially written for the members of Special Reserve when they used to only be an adventure club. Intended to be the first of many small adventures based on Greek mythology. ★★

NEVERMIND

Psygnosis £24.99

Availability: 2/10.

Another little known release from Psygnosis. This is an isometric puzzle game that proved too boring to play. ★

NINJA BUNNIES

Micro Value £9.99

Availability: 1/10.

Tongue-in-cheek beat-'em-up that has all the trappings of a budget game. Okay game that's only saved by the humour aspect. ★

NINJA MISSION

Mastertronic £4.99

Availability: 1/10.

16-bit version of an 8-bit budget game that's lost little in the conversion. It's a very simple flick screen martial arts-'em-up. Nothing special... ★★

NITRO BOOST

Code Masters £4.99

Availability: Not very good.

A vertically scrolling game where you film a movie by driving cars and speedboats through varying levels. ★

NO EXCUSES
Arcana £6.99
Availability: 1/10.
Another version of Trivial Pursuit on computer that's still better than the Domark effort. ★★★

NOVA 9
Dynamix £24.99
Availability: 0/10.
Slow sequel to *Stellar 7* which was just a frustratingly slow *Battlezone* variant. On the PC, this was good because it had fast and smooth graphics. Sadly there is none of this on the Amiga version. ★

OFFSHORE RACERS
Titus £24.99
Availability: 1/10.
Look up the listing for Fire and Forget, then add the words 'watery' and 'wet' to get the general idea. ★

OMAR SHARIF'S BRIDGE
Oxford Softworks £34.99
It's a bridge game, it's got Omar Sharif in it, it's... ★★★

OMNICRON CONSPIRACY
EOA £25.99
Availability: 1/10.
Old-looking game by American programmers that even looked ancient when it was released three years ago. Graphic adventure in the style of *Bard's Tale* set in space. Even SSI do it better! ★

OOZE
Availability: 0/10.
Graphic adventure in the style of *Elvira* adventures. This was released by a German company about four years ago. The game had good graphics but was ruined by stupid names – eg, the hero was called Hamburger. ★

OPERATION HARRIER
US Gold £24.99
Availability: 2/10.
Second and last chance to see the 3D rotating and zooming program developed by Creative Materials. The program comprises both polygons and sprites in an overhead flight sim/shoot-'em-up. Hasn't aged well. ★★

OPERATION SPRUANCE
Software Business £29.99
Availability: 0/10.
Excellent naval wargame blessed with graphics and sounds only found in SEUs. Lots of missions and good computer opponents. ★★★

OVERRUN
SSI £29.99
Availability: 1/10.
Tank warfare in WW2 that was a straight conversion of a PC original (that was in the days when the PC had four colours and Spectrum sound). We have never had a really good conversion from a PC platform because when the machine was in its early game days it had basic graphics and sound. This was then converted to the Amiga and Atari ST and laughed at. Now, it seems overnight the PC has turned into a monster of a machine with its graphics cards, sound boards and awesome processor speeds. Now when this is converted to the Amiga or ST you get poor results eg, *Wing Commander*, or they don't bother to convert it because the Amiga isn't up to it. Europe, especially the UK, are the only countries which get the best from the Amiga as a machine. So buy British. *(PARDON? – AP)* ★

THE BLACK CAULDRON
Sierra £24.99
Availability: 0/10.
Sierra's game adaptation of the Disney film. It used the same game engine as their early games *Leisure Suit Larry* and *King's Quest*, ie crap. A disk swapper's paradise. Avoid. ★

THE CHAMBERS OF SHAOLIN
Thalion £24.99
Availability: 0/10.
A martial arts beat-'em-up that required you to go through a series of training sequences before you could play the mission proper. The training parts are innovative, realistic and much better than the mission actually requires. The sprites have no weight or character which improves the feel of the game. Recent releases, ie *Street Fighter 2* and *Body Blows* fail to recognise this BEU trait and hence they fail also. ★

P-47 THUNDERBOLT
MicroProse £24.99
Availability: 0/10.
Programmed by the same team that created *Silkworm* – surely that's enough reason to rush out and buy any SEU, but no. This has all the hallmarks of a rush-job. Average music, jerky animation and scrolling and boring gameplay. Very disappointing and it's only one player. ★★

PANZA KICK BOXING
Loriciel £9.99
Availability: 8/10.
Beat-'em-up of appalling quality, as usual. ★

PARASOL STARS
Ocean £24.99
Availability: 7/10.
Follow up to the amazing *Rainbow Islands*, this is not quite as good but still a blinding platform romp. *(And can you believe we missed it out first time round? God, we really are rubbish sometimes. – AP)* ★★★★

PAWN
Rainbird £24.99
Availability: 1/10.
The game that put Magnetic Scrolls on the gaming map. Classic adventuring style and great atmosphere that is evident in all their games, along with a parser that beats Infocom at times. ★★★★

PERSONAL NIGHTMARE
Tynesoft £24.99
Availability: 0/10.
From the same team as *Elvira's Horrorsoft* graphic adventures. Take the graphics away and what you get is a very average game. A simpler version of *Elvira* without the licence. ★

PHANTASIE 3
SSI £24.99
Availability: 0/10.
This monochromatic role playing game does try to rise above itself with a deep plot (too deep to find) and the rare occasions when it graces your monitor with three or four colours. ★★

PHAROAH, DAY OF THE
Rainbow Arts £24.99
Availability: 1/10.
Early graphic strategy game, an Egyptian *Defenders Of The Crown* if you will. Lovely digitised graphics with hand-drawn overlays are the only reason for buying this. ★

PICTIONARY
The Hit Squad £7.99
Availability: 5/10.
One of the many party games to appear in the wake of *Trivial Pursuit*. The essence of these is that they are party games and the subsequent translations of them to home computers failed to capture the atmosphere by forcing everyone to sit around a computer. *Pictionary* had players drawing objects on a piece of paper to give clues to a word written on a prompt card. This version demands that instead of using a pen or pencil you are forced to use a mouse (an object that some people still cannot get to grips with). ★

PINBALL MAGIC
Kixx £7.99
Availability: 4/10.
This is what the Bible meant when it said "Beware of false prophets that will come before me claiming to be the messiah". Here *Pinball Magic* comes being the false prophet to *Pinball Dreams* and *Fantasies*. ★★★

PIONEER PLAGUE
Mandarin £24.99
Availability: 0/10.
The first game to feature a HAM mode title screen (which ages the game considerably). What we have is an expensive *Mission Command* clone, of which better versions can be found in the PD. ★

PLUNDERED HEARTS
Infocom £24.99
Availability: 0/10.
One of Infocom's lesser-known titles. The subject matter lent an interesting twist on the scenario usually set in space or in a fantasy environment. Perhaps not worth all the effort to find. ★★★

POLICE QUEST 3
Sierra £34.99
Availability: 5/10.
Similar to its predecessors, this adventure game must have sold many a copy because of the excellent screenshots on the box – it's a shame they were PC ones. ★

POP-UP
Infogrames £24.99
Availability: 1/10.
It's probably still on the shelves because nobody bought it first time around. Imagine *Pang* mixed with *Pinball* and a game of fortune that requires the luck of winning the pools and that's *Pop-Up* that is... ★

PORTS OF CALL
Aegis £24.99
Availability: 0/10.
'Interesting' game based on modern day merchant shipping of goods all over the world. A bit too simple for its own good and sadly the action sequences (which are well below par) are tedious and get in the way. ★★

POWER STRUGGLE
Mirrorsoft £24.99
Availability: 1/10.
Icon-driven global strategy wargame that has its fans. Better examples can be found today. ★★

PRINCE
Arc £19.99
Availability: 0/10.
Wargame, which used a graphic style similar to *Populous*, but had none of the popularity and all of the slowness. One for the bin. ★

PRISON
Krisalis £24.99
Availability: 0/10.
One of the first games from the Teque team. Nice graphics that would still impress today (it's about four years old), but the arcade adventure gameplay proves to be tedious. ★

PRO SPEEDBOAT SIMULATOR
Code Masters £6.99
Availability: 4/10.
Simple budget fun – you won't get done by buying this. ★★

PUB TRIVIA QUIZ
Code Masters £6.99
Availability: 4/10.
The Codies jump on that bandwagon that was a craze about two years ago. Don't expect much and you won't be disappointed. ★★★

PURPLE SATURN DAY
Mandarin £24.99
Availability: 0/10.
From the early days of the Amiga comes this very purple futuristic multiple sports game, with not one appearance by David Icke. Five futuristic games, all good, but together making a big package. Punters and critics didn't like it but it occupies a special place in my collection (under 'P'...). ★★★★

Q-BALL
English Software £19.99
Availability: 0/10.
One of the first games on the Amiga is this 3D snooker game. The 'table' is set in a cube with the balls floating inside and the pockets in the eight corners of the cube. Interesting variants and rules, but nearly unplayable. ★

QUARTERSTAFF
Infocom £24.95
Availability: 1/10.
Innovative when it was released, this self-mapping RPG adventure is still good now. Cameo graphics drawn in black and white help give a paper-RPG atmosphere. Some would criticise this by saying it looks like playing an RPG using Workbench, but don't listen to them. Besides, it's Infocom. ★★★★

QUARTZ
Activision £24.99
Availability: 0/10.
Paul Shirley (he of *Spindizzy* fame) brings us this surprisingly average multi-directional overhead scrolling SEU that I always find boring and tedious *(Well up yours, pal. We think it's fabulous. – AP)*. Lots of gaming styles eg *Asteroids* etc attempt to save it. Too average. ★★

QUESTION OF SPORT
Elite £24.95
Availability: 0/10.
Basically *Mike Reid's Pop Quiz* with different graphics and questions. Emulates the TV program faithfully enough, sort of. ★

RAIDER
Impressions £14.99
Availability: 0/10.
Here's a game with not a lot of originality and quite poor graphics, but for some reason it's irresistible. Drive your space ship round using rotate and thrust and try and shoot the aliens – simple but playable and addictive. ★★★★

RAINBOW WARRIOR
MicroProse £24.99
Availability: 0/10.
Early effort to give the industry a 'green' label toy when it was fashionable a few years ago. Remember Radio One's Green Spot and David Icke? Quite. What this game had to offer apart from the recycled box and manual, membership form to Greenpeace etc, were six sub (standard) games (with a green theme like saving seals and dolphins) that my dog wouldn't touch. Poor show. ★

THE REAL GHOSTBUSTERS
Activision £24.99
Availability: 0/10.
Badly programmed *Ikari Warriors* clone with different graphics. If you bought this you should be ashamed of yourself. ★

RED LIGHTNING + RED SUNSET
Mirrorsoft £24.99
Availability: 0/10.
Two modern wargames set in a WW3 theatre. Well presented but neither has much charm for the casual player. ★★

RETURN OF THE JEDI
Domark £24.99
Availability: 2/10.
The weakest link of the films and also the computer versions. Instead of wire-frame vector graphics (which worked very well), we are treated to what boils down to a duff *Zaxxon* clone for the late 80s. Okay. ★★

REVENGE 2
Mastertronic £9.99
Availability: 2/10.
The main character is a 90-foot camel. Original maybe, but this game stinks like the rear-end of that 90-foot camel. ★

RINGSIDE
GCC £24.99
Availability: 1/10.
A boxing game with great presentation which serves only to get in the way *(Look, these people aren't professional journalists. They can't help it. – AP)*. ★★★★

RINGS OF MEDUSA + RETURN OF MEDUSA
Star Byte £24.99
Availability: 2/10.
Neither the original nor the slightly better sequel raised any interest in the most ardent wargamer. These overhead medieval wargames got lost in their own tedium of book-keeping so much that it's just not funny.
★ *(Rings)* ★★ *(Return)*

ROAD WARS 2000 + ROAD WARS EUROPA
SSI £24.99
Availability: 0/10.
Two early games that were converted from CBM 64 originals. The game barely cut the mustard on that machine. It's a wargame set on the roads of a holocaust future with motorcycle and car gangs as the warriors – Mad Max stuff. Terrible visuals but worth a look, especially if you like Car Wars or Mad Max. ★★

ROBBERY
Anco £4.99
Availability: Who knows, who cares?
This fruity 'doody' type platform looks really nice and plays like a brick. ★

ROCK 'N' ROLL
Rainbow Arts £19.99
Availability: 1/10.
Classic mouse-controlled marble

game that ne
recognition d
★★★★

ROCK STA
HAMSTER
Code Masters
Availability: 2,
A surprising h
three years a
a football tea
budget game
platform gam
running a hea
members you
lampooned fa
Trouble is tha
gets boring q
for a laugh, tl
not enough to
control over r

ROMANCE
KINGDOM
? £24.99
Availability: 0,
Multi-player m
Defender Of
16-bit graphic
that more tha
suffer bad gr
at redemption

ROMANTI
AT THE D
Microillusions
Availability: 0,
In this game
destiny to fin
dreams (or n
odd graphic '
but worth pla
don't believe

ROTOR
Action 16 £6
Availability: 2,
Remember *Th*
from Mastert
bit version. It'
opinion I pref
graphics of th

RUFF 'N' R
Hi-Tec £7.99
Availability: 1,
Cartoon platf
has original b
other than pla
really special.
you'll find the
offer more. ★

RVF HOND
Microstyle £2
Availability: If
A totally unde
this rivals *Su*
touches, inclu
the bike and r
going anywhe

SANTA'S X
Zeppelin £7.9
Availability: 5,
Colourful gra
on the animat
for three min
long it'll take
seven very sh

SARCOPH
Rainbow Arts
Availability: 0,
Real early SE
standards, bu
R-Type kind o
effort of hunti

SCAPEGO
Rainbird £19.
Availability: 3,
The last L9 a

game that never achieved the recognition due to it. Wonderful. ★★★★

ROCK STAR ATE MY HAMSTER
Code Masters £6.99
Availability: 2/10.
A surprising hit on the 8-bit machines three years ago. Instead of managing a football team (which is what most budget games were if they weren't platform games) this game had you running a heavy rock band whose members you choose from a list of lampooned famous rock stars. Trouble is that after the initial fun it gets boring quickly. Worth a copy just for a laugh, though it does suffer from not enough to do along with limited control over most events. ★★

ROMANCE OF THE THREE KINGDOMS
? £24.99
Availability: 0/10.
Multi-player medieval wargame like *Defender Of The Crown* only without 16-bit graphics and sound. The fact that more than one person has to suffer bad graphics is its only attempt at redemption. ★

ROMANTIC ENCOUNTERS AT THE DOME
Microillusions £6.99
Availability: 0/10.
In this game you control your own destiny to find the partner of your dreams (or not). Text game with the odd graphic 'graphic' thrown in. Crap but worth playing once just for the "I don't believe this" factor. ★

ROTOR
Action 16 £6.99
Availability: 2/10.
Remember *Thrust?* The 8-bit classic from Mastertronic? Well, here's a 16-bit version. It's not bad, but in my opinion I preferred the simple line graphics of the original. ★★★

RUFF 'N' REDDY
Hi-Tec £7.99
Availability: 1/10.
Cartoon platform antics (since when has original budget meant anything other than platforms?) that's nothing really special. Quite old, so I'm sure you'll find the latest budget games offer more. ★★

RVF HONDA
Microstyle £24.99
Availability: If you're lucky.
A totally underrated bike racing game, this rivals *Super Hang On*. Lots of nice touches, including the rider getting off the bike and revving it up if you're not going anywhere. ★★★★

SANTA'S XMAS CAPER
Zeppelin £7.99
Availability: 5/10.
Colourful graphics if somewhat lacking on the animation front. Quite engaging for three minutes, because that's how long it'll take you to complete the seven very short levels. ★★

SARCOPHASER
Rainbow Arts £19.99
Availability: 0/10.
Real early SEU that hardly set any standards, but it was original in a pre-*R-Type* kind of way. Not worth the effort of hunting down. ★★

SCAPEGOAT
Rainbird £19.99
Availability: 3/10.
The last L9 adventure they programmed before they went on to triumph and glory with popularly unreleased classics like *Billy The Kid* and *The Champion Of The Raj*. *Scapegoat* is their legacy to the graphic adventure world. Not bad. ★★★

SCORPION
? £19.99
Availability: 0/10.
Oldest platform SEU on the Amiga (I think), with an unresponsive character who doesn't look too dissimilar from the main sprite in *Gods*, and he animates in the same way. Who knows, Don Malone may have done the graphics for this. Doesn't mean it's worth buying. ★

SCRABBLE DE LUXE
Leisure Genius
Availability: 6/10.
It's *Scrabble*, not much to say. Probably as good as it could have been, and the excellent presentation and realistic graphics make it a joy to play. Still not as fun as the board game, but at least cuts out the problem of searching for missing letters. ★★★

SCRUPLES
Domark £24.99
Availability: 2/10.
A failure. See *Pictionary*. ★

S.D.I.
Activision/Cinemaware
Availability: 0/10.
Two companies released two games with the same name. There's no connection between them. While both were simple SEUs, Cinemaware attempted to inject movie link sequences between levels to create tension and so deserve a mention. ★(Activision) ★★ (Cinemaware)

SEARCH FOR THE KING
Accolade £29.99
Availability: Poor.
An interesting adventure with some Elvis gags in it, but the computer understands few of the words that you type in. ★★★

SEVEN CITIES OF GOLD
Electronic Arts £24.95
Availability: 0/10.
Not much to say about this four-year-old and very dated role playing game. Okay, but the interface and graphics are basic. ★

THE SEVEN GATES OF JAMBALA
Thalion £24.99
Availability: 0/10.
A poor platform game with 8-bit graphics at a 16-bit price. You didn't sell your CBM 64 for this. ★

SHADOW GATE
Mindscape £24.99
Availability: 0/10.
Early attempt at an adventure/RPG with graphics by Westbourne Primary School. ★

SHERLOCK HOLMES
Infocom £19.99
Availability: 0/10.
A rare low point from the text adventure masters. It suffers from not too much to do and the plot is cliched. If you like like Infocom, Holmes and clichés this is the game for you. ★★

SHOGUN
Infocom £24.99
Availability: 0/10.
One of the very first Infocom titles to include graphics. True fans hated this direction preferring just text. That didn't mean Infocom compromised with descriptions. More suited to the experienced adventurer. ★★★★

SHOOT-'EM-UP CONSTRUCTION KIT
GBH Gold £9.99
Availability: 8/10.
Affectionately known as *SEUCK*, this tool enables you to create vertically scrolling shoot-'em-ups with considerable ease. Quite good if you haven't a clue about programming, but it won't bring you fortune and fame. ★★★

SIDE ARMS
US Gold £24.99
Availability: 0/10.
Poor two-player SEU game with naff graphics and boring music and sound. Same as the arcade version then... ★

SIDEWINDER
Mastertronic £7.99
Availability: 0/10.
Nice-ish graphics, nice-ish sounds, totally rubbish gameplay. Too easy, and it's so s-l-o-w. Even free it's a waste of money. ★

SIDEWINDER 2
Mastertronic £7.99
Availability: 2/10.
Dismal sequel to the fabulous original which was good enough to have gone full price. Part 2 has been written by a different team who hope to con people into thinking this one is as good. Dated and pointless. Why do a sequel if it's no improvement? ★

SILENT SERVICE
Microprose £7.99
Availability: 3/10.
A submarine simulator with lots of realism, but gets annoying rather soon. ★★

SINBAD
Cinemaware £24.99
Availability: Still on some shelves.
Average Cinemaware adventure with the usual cinematic scenes and arcade sequences. ★★

SIR FRED
Infogrames £19.99
Availability: 0/10.
Very basic graphics and boring platform gameplay totally ruin what was a badly designed game anyway, so no tears to shed here. Wouldn't sell even if put on PD. ★

SKRULL THE BARBARIAN
Smash 16 £4.99
Availability: Still lurking about.
A fairly good dungeon adventure. The controls are hard to master but if you stick with it you may like it. Outdated with flickering graphics though. ★★★

SKYCHASE
Mirror Image £9.99
Availability: 3/10.
Stunning dogfighting game if you want playability, but the graphics let it down a bit. ★★★

SKYFOX1 + 2
Electronic Arts £24.95
Availability: 0/10.
A game that would still be applauded now if it was to be re-released. It was a 3D flight sim of sorts that used sprites instead of polygons. It was your mission to protect your base from an encroaching enemy with ground and aerial forces. Utilising the strategy element of *Star Raiders* (grid map system where the enemy moved in real time) and a fast arcade SEU from the cockpit, the game was excellent. The strategy element of making choices in your mission has only recently resurfaced with *Desert Strike*. Top marks. ★★★★

SKY HIGH STUNTMAN
Code Masters £6.99
Availability: 6/10.
Surely some error as there's no stunts whatsoever. What we have here is a vertically scrolling SEU that's not that much better than a *SEUCK* game. Created in the wake of the awesome *SWIV*. *(Tch. Bloody readers. What he means, of course, is that this is a near-SWIV-quality vertically-scrolling blaster from the Codies, which no decent software collection should be without. Four stars at the absolute minimum, we say. – AP)* ★★

SNOOPY AND THE CASE OF THE LOST BLANKET
The Edge £24.99
Availability: 1/10.
Great visuals spoilt by a slow and tedious arcade adventure. Crossing the same screen over and over again destroys all will to play on. This game has a real charm, ie Charlie Brown and the gang, and surely a worthwhile game could be created that doesn't turn out like this. ★

SOLDIER 200
Microdeal £24.99
Availability: 0/10.
A beautifully crafted and original game that combines the best elements of a platform like *Fire And Ice* and the intense power of an *Operation Wolf* game style, and it's three years old and still fresh. You don't believe any of this garbage do you? ★

SOLDIER OF LIGHT
ACE £24.99
Availability: 1/10.
Run-of-the-mill platform game bearing only a passing resemblance to the arcade original but no less playable for that. ★★★

SONIC BOOM
Activision £24.99
Availability: 0/10.
A shoot-'em-up. No good. ★

SORCERER'S APPRENTICE
Actual Screenshots £19.99
Availability: 0/10.
Nothing to do with the Disney film, this is a cute run-and-jump platform game. It's undemanding in brainpower but expects dexterity for these affairs. Unusual parallaxing gives the impression that the platforms are floating in the air – a bit disconcerting but you get used to it. Very playable, but sadly too rare to find anymore. ★★★

SORCERIAN
Infocom £24.99
Availability: 0/10.
Back in the good old days of type-in adventures that required heavy doses of those rare commodities, logic and lateral thinking, you could be rewarded by humourous comment. It's easy to see why people hate them, but it's equally surprising that people fall for graphic adventures. Oh, it's an oriental adventure and it's dead good. ★★★

SORCERY PLUS
Virgin £19.95
Availability: Not worth the hunt.
Some reasonably good graphics and sound are wasted on a bog-standard platform/arcade adventure. ★

SPACEBALL
Rainbow Arts £24.99
Availability: Poor, thankfully.
Appalling graphics front an appalling *Breakout* clone at an appalling price. ★

SPACE HARRIER 2
Grandstand £24.99
Availability: Still lurking in shop corners.
Miles worse than the original. Ropey 3D and sprite movement, awful sound, awful game – forget it. ★

SPACE QUEST 3
Sierra £30.99
Availability: In history museums.
One of the first adventure games from Sierra. The sound and graphics are okay – the parser blows it all. ★★★

SPACE RANGER
Mastertronic £4.99
Availability: 0/10.
You are a Space Ranger who goes around saving little aliens from being taken away by bad aliens (sweet, eh?). Don't be fooled, this is bad news. ★

SPECIAL FORCES
Microprose £34.99
Availability: 6/10.
Great graphics, great sound and the playability to match. Unfortunately it is a bit too easy, but all in all a class game. ★★★★

SPIDERTRONIC
Smash 16 £4.99
Availability: 1/10.
Yawnerama game set in an environment much like *Clown O Mania*, except you control a spider and not a clown. Oh, and it's nowhere near as good. ★

SPIRIT OF ADVENTURE
Starbyte £24.99
Availability: 0/10.
A fantasy RPG adventure that's too similar to the *Bard's Tale* style to deserve a recommendation. The graphics raise the standards though. ★

SPITTING IMAGE
Domark £19.99
Availability: 3/10.
A beat-'em-up with characters based on the Spitting Image puppets of unpopular world leaders beating each other up. No skill is required and generally lacks finesse, as well as being 90% out of date – Gorby's gone, Maggie's gone, Ronnie's gone, Botha's gone, the Ayatollah's gone, and only the Pope remains. It's funny for an hour or two but cheaper laughs can be had elsewhere. ★

SPORTING TRIANGLES
CDS £24.99
Availability: 0/10.
Just another trivia game show about sport with a TV gameshow licence tagged on. Not very good. ★

STAR BREAKER
Arc £19.99
Availability: 0/10.
Early *Defender* clone that has been tarted up so much that it looks ghastly. Sub-games add nothing. ★

STAR COMMAND
SSI £24.95
Availability: 0/10.
Released way back in 1988, this

space exploration role-playing game lacks an attractive exterior to interest the most expert wargamer. It's best to describe this as an early (graphics and sound) *Laser Squad/Sabre Team*, only the missions are long-term and the characters develop over many missions, unlike the games mentioned above. An acquired taste. ★★★

STAR CONTROL
Accolade £24.95

Availability: 2/10.

Two game styles that just about gel together. Space Conquest that involves moving ships around the galaxy in an attempt to confront the enemy (either the computer or another player) which then becomes the second game involving a simple *Asteroids*-type SEU against the enemy. Okay. ★★

STARFLIGHT 2
Electronic Arts £24.99

Availability: 1/10.

Electronic Arts follow-up to their original. Space trading and exploration that gets boring and unnecessary at times. Would need passable graphics like the original *Starflight* to be worth releasing. ★★

STARQUAKE
Mandarin £19.99

Availability: 0/10.

One of the first Amiga games available, and rather good considering it's just a Atari ST port-over. It's a very playable arcade adventure which has a lot of character in the main sprite and the enemies. The whole game is one of exploration and reminds you of *Exile* (another exploring game) with the same sense of discovery. Recommended if you ever see it. ★★★★★

STAR WARS
Domark 5/10

Availability: 5/10.

Fails to recreate the feel that made the arcade game so great, but not a bad game in its own right. ★★★

STEIGAR
Screen 7 £24.99

Availability: 0/10.

Silkworm clone that looked good, but played too slow and boringly to create anything worth £25. This is also the same company that bought us *High Steel* and *Jaws*, so the game never had a good pedigree. ★

STELLAR CRUSADE
SSI £24.99

Availability: 0/10.

This won't win any sound or graphics awards, but it may if depth of play was on the list of winning talents. This is a much deeper galaxy conquest game than *Supremacy* but without the flashy front end. Recommended if you like to think. ★★★

STOCKMARKET
Tynesoft £24.99

Availability: 0/10.

Crappy and pointless game from a now defunct company. Although not a major league publisher, they did release some reasonable games. It makes you wonder why companies like Activision and Cinemaware went bust just yet companies like Impressions are still going strong. ★

STORM ACROSS EUROPE
SSI £24.99

Availability: 0/10.

SSI's all-encompassing wargame which puts you in the role of Hitler commanding all the German forces between 1939-45. Lots to do but doesn't excel at user friendliness. Because of its vastness it wins only slightly over its narrower-scoped rivals. ★★

STORMBALL
Millennium £24.99

Availability: 3/10.

Futuristic game, utilising a behind-the-player viewpoint, of tennis. It looks stylish and plays reasonably well, it's just that the game is too thin to warrant the lavish presentation. ★★

STREET ROD
California Dreams £24.99

Availability: From America perhaps?

A 1960s car game with an awful driving sequence, but it is actually fun fiddling with the insides of the car. And the stickers on the side are good. ★★★

STREET ROD 2
California Dreams £24.99

Availability: See above.

Same as *Street Rod* but with more modern cars. Less stars as there are no stickers this time. ★★

STREET SPORTS BASKETBALL
Epyx/US Gold £24.99

Availability: 3/10.

Remember when you used to play basketball in the school yard with your mates? No? Well anyway, that's what this game is. Very few rules and good fun for two players, but the dire animation makes it less enjoyable to play. ★★

STURMTRUPPEN
Idea £25.99

Availability: 0/10.

An Italian shoot-'em-up which is *Gremlins 2* with different graphics and no difficulty. Horizontally scrolling levels make up for this though. ★★★

SUB BATTLE SIM
Epyx/US Gold £24.99

Availability: 2/10.

Slow moving, graphically dated and sonically dire submarine simulation. These criticisms aside, it's still a complete waste of time. ★

SUBBUTEO
Electronic Zoo £19.99

Availability: No chance.

This is a rip-off of the very popular table top football game *(It's not a rip-off, it's a bleedin' licence. – AP)*. The graphics are very good, but the gameplay is terrible – every shot has to be perfect to be any good. It's just too hard and frustrating to play. ★

SUMMER OLYMPIAD
Tynesoft £19.95

Availability: 3/10.

Not just any old joystick-waggling sports sim. Only five events, but they are portrayed from such original viewpoints that it makes the game much more enjoyable. As addictive as this sort of thing usually is. ★★★

SUPER HANG ON
The Hit Squad £7.99

Availability: 3/10.

Classic motorbike racing game, surpassed now by the likes of *Lotus* and *Crazy Cars 3*. ★★★★

SUPER HUEY
Cosmi/Electronic Zoo £19.99

Availability: 1/10.

Prehistoric helicopter sim which is next to impossible to play. *Super Huey? Cack Huey* more like *(Do you want a job? – AP)*. ★

SUSPICIOUS CARGO
Gremlin £29.99

Availability: 2/10.

Recent release from Gremlin sees them trying their hand at a sci-fi RPG. It's experimental for them with this being a noble failure, the other experiment *(Plan 9 From Outer Space)* being just a failure. It was basically a type-in adventure that used graphics, arcade sequences and text to create a game which ended up being too derivative. They would have done better to stick to one style and try to get better at it. ★★

THE SWORD AND THE ROSE
Code Masters £6.99

Availability: 2/10.

A platform-style game in which you guide a knight around a medieval land to rescue a princess. Let down by the way the knight jumps, the terrible shortness of the game and the fact that you'll finish it within five goes. ★★

SWORD OF ARAGORN
SSI £24.99

Availability: 1/10.

Nothing to do with Middle Earth or in fact an enjoyable game, this basic wargame is different in that it's set in a fantasy world with trolls instead of tanks. ★★

SWORD OF SODAN
Discovery £25.99

Availability: 5/10.

A beat-'em-up which makes full use of the graphics and sound chips. The gameplay is innovative but limited *(Typing error there. What he means is 'utter crap'. – AP)*. ★★★★

SWORD OF TWILIGHT
Electronic Arts £24.95

Availability: 0/10.

A role playing game that involves moving about and not doing much! It stole the *Ultima* style of graphics and viewpoint but sadly failed to make a game of it. ★

TARGHAN
Silmarils £19.99

Availability: 0/10.

Fantasy arcade adventure whose style was stolen to be used in the pseudo-sequel *Colorado*. Graphics were good then but are a bit poor by today's standards. ★★

T-BIRD
Mastertronic £4.99

Availability: Who cares?

An into-the-screen shoot-'em-up which is basically *Space Harrier* with a space ship instead of a flying man. ★

TECHNOCOP
Gremlin £2.99

Availability: 1/10.

Funny game. Drive around America in your car with a gun in its siren, and stop off at places trying to shoot people. Hilarious when they burst open after being shot and waggle their arms around on the floor. ★★

TEENAGE MUTANT HERO TURTLES 2 – THE COIN-OP
Image Works £25.99

Availability: Still for sale in bargain bins around the country.

Image Works' last-ever release was just another beat-'em-up which repeats itself in every level, nothing new. You go round, eat pizza and fall down drains. Contains a two-player game which helps it a little. Cowabunga! (Not.) ★★★

TEE OFF
Energize £24.99

Availability: Low.

How can an overhead golf game be playable? Not in this way, that's for sure. ★★

TEST DRIVE 2
Accolade £19.99

Availability: 8/10.

Good car simulator. Quite realistic, good fun, the only problem being the disk swapping with the data disks. Fairly decent. ★★★

THE THREE STOOGES
Mirror Image £9.99

Availability: 3/10.

Cinemaware pay homage to cinema geniuses the Stooges *(But whatever happened to Iggy? – AP)*. Very funny and humourous eg pie throwing matches. Sadly: (a) it's American humour, (b) it's badly programmed. ★★

THUNDERBIRDS
Grandslam £24.99

Availability: 0/10.

Grandslam's finest hour was this excellent arcade adventure that had you involved with four rescues, each different and challenging. The music and graphics were great – it's about time for a sequel. ★★★★

THUNDERBOY
Rainbow Arts £24.99

Availability: 0/10.

In the arcades it was called *Wonder Boy*, as on the other computers. Maybe it's a rip-off. ★★

THUNDERCATS
Elite £9.99

Availability: 1/10.

Crap licence cash-in. A bad platform beat-'em-up with poor graphics and worse gameplay. Unredeemable. ★

TIGER ROAD
Capcom £19.99

Availability: 2/10.

A below average beat-'em-up. Easy to get into but ultimately repetitive. ★★

TIME
? £24.99

Availability: 0/10.

Surprisingly small graphic adventure that was shorter than a paragraph, and puzzlers which were as illogical as a French game. ★

TIME AND MAGIC
Level 9 £24.95

Availability: 0/10.

Compilation of Level 9's trilogy of text adventure game *Lords Of Time*, *Red Moon* and *Price Of Magic*. While they are good, they're not special, only the fact that there is lots of it to get through helps with the epic adventure feel. Still nowhere near as good as Infocom. ★★★

TIME BANDIT
Microdeal £4.99

Availability: 1/10.

A real old classic, a sort of shoot-'em-up but with a dash of strategy and adventure thrown in (and even *Pac-Man*). Still good fun to play. ★★★★★

TIME RUNNER
Mandarin £19.99

Availability: 0/10.

Earliest Amiga game ever! Or one of them anyway. Red Rat along with Microdeal were the first companies to release sub-PD quality games for a full price figure. What you got were crap games (a platformer in this case) that Spectrum owners would laugh at. ★

TIMES OF LORE
Mindscape £24.99

Availability: 0/10.

Another early Amiga game that is best described as an overhead *Gauntlet*-style RPG. It was very good and exceptionally large and like *Midwinter* sadly could be completed without discovering the complexity that the designers intended. Forget that fault and explore. You'll find it as rewarding as any game. ★★★★

TINTIN ON THE MOON
Action 16 £7.99

Availability: 2/10.

This got a good review when it first came out about three years ago. A perfect slice of mediocrity, utilising comic book colours (about five), an arcade adventure at the very pinnacle of averageness. It don't come more middle of the road than this. ★

TOM AND JERRY 2
Magic Bytes £19.99

Availability: 0/10.

How Gremlin could have marketed this load of rubbish is beyond me. I know they took a long time to find themselves in the 16-bit market, but this trashy platform game wasn't the right start any company needs. ★

TOM AND THE GHOST
Ubi Soft £24.99

Availability: 0/10.

Lame platform game that sported a bad cover painting of a 'streetwise' kid blowing bubbles with chewing gum. The French should stick to graphical adventures. ★

TOWER OF BABEL
Rainbird £7.99

Availability: 2/10.

Laughable 3D graphics that move like a monster in a 50s B-movie. Nevertheless, packed with features in its tower-building gameplay, including a game designer and tons of time settings. For construction freaks everywhere. ★★★

TRINITY
Infocom £19.99

Availability: 0/10.

More *Lost Treasures* from Infocom that even they lost. ★★★

TRI-STAR SIMULATIONS COLLECTION
Microdeal £9.99

Availability: Hmm.

Airball, Major Motion, Turbo Trax. ★

TRIVIAL PURSUIT
Hit Squad £7.99

Availability: 7/10.

Competent conversion of the board game. It does the job, nothing more nothing less. ★★

TRIVIAL PURSUIT 2 (A NEW BEGINNING)
Domark £19.99

Availability: 4/10.

A disappointment after the original. Moves away from the standard board game and tries to be original – perhaps too original. ★★

TURBO
Loriciels £

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TURBO
US Gold £

Availability

Nice Lamb
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TURBO CUP CHALLENGE
Loriciels £19.99
Availability: 2/10.
Just another car game, you have a choice of four tracks and you go around them. It's fun when you crash but you'll get bored of this very quickly. ★★

TURBO OUTRUN
US Gold £25.99
Availability: 4/10.
Nice Lamborghini and some annoying music. Nothing different from the first one except your exhaust blows up *(We think you'll find that's the 'turbo' feature. – AP)*. Mediocre.
★★★

TURBO TRAX
Microdeal £24.99
Availability: Fair.
Scalextric on the Amiga? Dull and dodgy controls, especially in two-player mode. Also available as part of the *Tri-Star Simulations* collection.
★

TV SPORTS BASEBALL
Mindscape £25.99
Availability: High.
Competent but inevitably dull baseball sim. *RBI Two Baseball* beats it marginally. ★★

TV SPORTS FOOTBALL
Beau Jolly £29.99 (as part of the *Big Box 2* compilation)
Availability: 9/10.
Well-regarded strategy American football game. Showing its age, and a bit lost next to the likes of *John Madden*, but still fun. ★★★

UN SQUADRON
US Gold £24.99
Availability: 5/10.
Mindless shoot-'em-up fun with terrible in-game punctuation, small main sprites, massive end-of-level sprites, jerky scrolling and quite good graphics. A poor conversion of the arcade game. *(Sir, you're utterly wrong. This game is fab, and well deserving of five stars. – AP)*
★★

USS JOHN YOUNG
Magic Bytes £24.99
Availability: Scarce.
Badly programmed simulator, although it does offer some original ideas which still haven't been touched on three years on. ★★★

VECTORBALL
Mastertronic £9.99
Availability: You won't find this, except in a bin.
Poor futuristic sport-type game where each player controls a robot, which deflects a metal ball. Just a 3D *Pong* really, but with a useless control method. ★

VIGILANTE
Kixx £7.99
Availability: 2/10.
A game in which you have to rescue Madonna. A bad conversion of a bad arcade game. Bad controls and tedious beyond belief. ★

VIXEN
Martech £4.99
Availability: 0/10.
This has one of those *Barbarian*-type saucy covers, and you play a red-haired, busty woman who turns into (guess what) a vixen. Crap. ★

VORTEX
VD (Visual Design for you innuendo fans) £24.99
Availability: 0/10.
Awesome *Tempest* clone that never got a full UK release. No company has yet come close to simulating the feeling of impending doom and manic blasting. Sad the company doesn't exist anymore.
★★★★★

VULCAN
CCS £19.99
Availability: 0/10.
A WW2 tank battle wargame. Quite old so you know what to expect.
★★

WALL STREET
Magic Bytes £19.99
Availability: 0/10.
A multi-player stockmarket simulation game that incorporates pathetic arcade bits. Ultimately pointless in a fruit machine kind of way. ★

WANTED
Infogrames £4.99
Availability: Only if you're mad.
Really bad Western shoot-'em-up. Yee-hah. Not. ★

WARLORDS
Electronic Arts £24.99
Availability: 2/10.
An eight-player fantasy/strategy game wargame. Adequate graphics and sound, but the game comes into its own when the other players join in. I'm a big fan of these multi-player games, me. ★★★★

WARP
Thalion £24.99
Availability: 0/10.
A SEU that's as boring as the name is short. ★

THE WAY OF THE LITTLE DRAGON
Parsec £24.99
Availability: 0/10.
Beat-'em-up similar to *International Karate* (the first one) which offers no challenge at all. ★★★

WEIRD DREAMS
Rainbird £24.99
Availability: 4/10.
Great visuals for its time, but the actual game was dogged by bugs and the release date was always being put back. When it was finally released the hype had died down, and better products were appearing. Still, it's quite original and worth seeking out if you ever wanted to be trapped inside your own weird dream.
★★

WESTERN FRONT
SSI £24.99
Availability: 0/10.
(a) WW2 wargame, (b) 8 bit graphics, (c) Okay. ★★

WHITE DEATH
Internecine £19.99
Availability: 0/10.
The only difference between this wargame and all the others is that it is set in space. But that's not saying much. ★★

WICKED
Binary Vision/Electric Dreams £6.99
Availability: 3/10.
An unusual shoot-'em-up that's very different. You've got to know your tarot to play this one. ★★★

WILD STREETS
Titus £24.99
Availability: 0/10.
Single-player scrolling BEU whose only claim to fame was that the hero could call upon a panther to help him. ★

WILLOW
Mindscape £24.95
Availability: Dead. Much like the game thankfully.
If you manage to get past the appallingly slow loader, you'll be rewarded with bog-standard graphics and sound in a game which is pathetic beyond belief. Possibly the worst game on the Amiga. ★

WILLY BEAMISH
Sierra £19.99
Availability: 2/10.
A great game with excellent graphics and sound – the aim is to find Willy's frog, Horny. It comes on 12 disks, so a hard drive is pretty essential.
★★★★

WIND WALKER
Mindscape £19.99
Availability: 0/10.
Origin's sequel to the equally atrocious graphic adventure game *Moebius*. Bad graphics and slow speed make a not very good game.
★

WISHBRINGER
Infocom £24.99
Availability: 0/10.
Excellent. An easy text adventure for all us fans who are too crap to spend years playing through the *Zork* games. Recommended if you can find it. ★★★★

WIZBALL
The Hit Squad £7.99
Availability: Still whizzing around here and there.
You're a bouncing ball colouring in the levels, basically. ★★★

WORLD CUP 90
Genesis
Availability: Very scarce.
The graphics aren't wonderful and the sound... well let me just say when you score it sounds like a plane just flew over. But it does show a nifty overhead kick. Dull, slow and tedious.
★★

WORLD DARTS
Mastertronic £9.99
Availability: 1/10.
You may think that darts is something which doesn't convert well into a computer game. You'd be right. ★

WORLD SOCCER
Zeppelin £9.99
Availability: Small.
A management game where you can't change the formation and everything seems to be random. ★★

WORLDS OF WAR
Internecine £24.99
Availability: 1/10.
Set in the future. It also has a Pacific War scenario. Weird. ★★

WORLD TOUR GOLF
Electronic Arts £24.95
Availability: Medium rare.
An utterly terrible golf sim. Avoid. ★

XENOPHOBE
Microstyle £24.99
Availability: 0/10.
Hopeless two-player SEU with nothing to do. Split screen, but joint crap. ★

X-OUT
Kixx £7.99
Availability: 3/10.
Pre-*Z-Out*, and not as good as it's only one player. Nice power-up system though. ★★

YOGI BEAR AND FRIENDS
Hi-Tec £6.99
Availability: 2/10.
Platform antics that ain't any funnier than the average bear. ★

ZANY GOLF
Electronic Arts £24.99
Availability: Check mail order ads
If you're tired of serious golf sims, this is one for you. A game of crazy golf with wonderfully colourful graphics and superb music. Only nine holes but they're difficult and enjoyable enough for you to keep coming back to, especially with the four-player option.
★★★

ZOMBI
UbiSoft £24.99
Availability: You're more likely to find a real Zombie.
Crude, old and very small RPG about a shopping centre overrun by zombies. Awful disk accessing for EVERY SINGLE MOVE. Despite its faults it's still pretty good fun to play and has some clever touches. ★★

ZOOM
Discovery £19.99
Availability: You'll be lucky.
Highly original painter game set in a maze. Brilliant graphics, especially the animation, and excellent music and sound effects. If you see it, buy it.
★★★★

ZORK ZERO
Infocom £24.99
Availability: 0/10.
Last in the *Zork* series, but was a prequel to the whole epic. It uses graphics to present visual puzzles that text adventures never had. Excellent and a great adventure in its own right.
★★★★

(BEYOND) ZORK
Infocom £24.99
Availability: 0/10.
Really *Zork 4*, this text-only game incorporates role-play elements like character generation and auto-mapping with text. Good, but not as big an impact as *Zork Zero*.
★★★

ZYNAPS
Hewson £24.99
Availability: 0/10.
One of the earliest SEUs from 8-bit maestros Hewson. Big hit on the 8-bits and still impressive now, the power-up system was a bit fiddly and left you under-weaponed at times.
★★★★

POWER'S LITTLE HELPERS

Now, you might think that it was easy for us to 'fill in the gaps' in the existing Absolute Power guide. But we couldn't have done it without you. No way. We couldn't have come up with such immortal lines as *"Super Huey? Cack Huey*, more like," all on our ownsomes. The eight pages you have just read were entirely contributed not by us, but by Lawrence S and the fine people listed below – as they're all saying in the AP offices nowadays: "Power-ups awarded. And punishment withheld."

Brendan Phoenix from Crumpsall
Stephen Tuddenham from Reading
Michael Holder from Wrington
Sean Watson from Belfast
Thomas and Eleanor Salmond from Lewisham
Jon Dickinson from Northam
William Adam from Bonnybrodge
Thomas Hartley from Bridlington
Leo Lee from Sutton
Tony Cottam from Lanark
Ian Ritch from Monifieth
Craig Johnston from Aberdeenshire
Karen Rickeard from Brixton
Paul Winstone from Bristol
Alistair Duncan from Barkston
Simon Penny from Chiddington
Mark McDermott from Clwyd
Jason Redway from Basildon
Dave Reeder from St Albans
Andrew Fletcher from Derby
Richard Wickson from Witney
Alfred John O'Neill from Belgium
Mark Wright from London
Michael Pieri from London (too)
Michael Sheldon from Australia.

AMIGA POWER BACK ISSUES

1 May 1991
Our first issue! *Eye Of The Beholder*, *Gods* and *Cybercon 3* and the first part of the *Rainbow Islands* player's guide.
On the disk: *Bombuzal* – the complete game!*

2 June 1991
And it just gets better! A giant Bullfrog interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*!
On the disk: *Kid Gloves* – the complete game!

3 July 1991
You want Core Design, CDTV, *F-15 Strike Eagle 2*, *Deuteros*, and *Toki?* – this is the place to come!
On the disk: *Exile* special world, *Prehistorik* preview, and great PD!*

4 August 1991
The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!
On the disk: *Beast Busters*, *The Executioner* & three great PD games!*

5 September 1991
All the new god sims compared.
Lemmings preview.
Mega lo Mania reviewed.
On the disk: *Barbarian 2* demo, plus five (five!) great PD games!*

6 October 1991
Midwinter 2, *Cruise For A Corpse*, *Magic Pockets*, *Rodland* and many more reviewed.
On the disk: *Rolling Ronny*, *Captain Planet*, *Bullfrogger* and still more!*

7 November 1991
Monkey Island 2, *Indy Jones* previews. *Formula One Grand Prix*, *Blues Brothers*, *Lotus 2*, *Robocod* reviewed.
On the disk: *Leander*, *Video Kid*, plus fabulous PD games!*

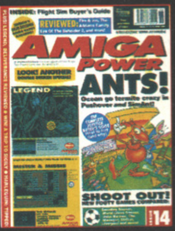
8 December 1991
Bumper Xmas hardware guide. *Populous 2*, *First Samurai*, *MicroProse Golf*, *Knights Of The Sky*.
On the disk: *Cisco Heat*, *Elvira Arcade* (one meg), best of PD!*

9 January 1992
Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV*, *Birds Of Prey* and more!
Double disk: *Knights Of The Sky* training section (one meg) & *Puggles*.

10 February 1992
Spring Game Guide. Reviews of *RoboCop 3*, *Another World*, *Leander* and more!
On the disk: PD Special – featuring *Mr Wobbly Leg*, *Raid* and *Squamble*.

12 April 1992
Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars*, *Titus The Fox*, *Vroom*.
Double disk: *Titus The Fox*, *Project X*, plus *Rome* (one meg only).

13 May 1992
Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apidya*, *Project X*.
Double disk: Demos of *Sensible Soccer*, *Wizkid*, *Campaign*, *Pinball Dreams*.



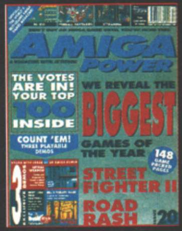
14 June 1992
Footy games preview, joystick guide. Reviewed: *Fire & Ice*, *Addams*, *Eye Of The Beholder 2*, *Pushover*.
Double disk: Playable levels of *Legend* and *Aqua Ventura*.

15 July 1992
Reviews! *Wizkid*, *Sensible Soccer*, *Monkey Island 2*, *Lure of the Temptress* and (of course) much more.
Double disk: *Galactic*, *Amega Race*, *Number Fumbler*, Mental Image shareware.

16 August 1992
Shoot-'em-up guide. Reviewed: *Crazy Cars 3*, *Links*, *Civilization*, *Dojo Dan*, *Might & Magic 3*.
Double Disk: *D/Generation Level Two*, *Troddlers*, and *Locomotion*.

18 October 1992
The Ultimate Autumn Preview. Where are they now? Reviewed: *Zool*, *Putty*, *Lotus 3*, *Troddlers*, and *Beast 3*.
On the disk: *Lotus 3* and *Tearaway Thomas*.

19 November 1992
Industry giants tell us how far the Amiga can go. Mindscape tell all too. Reviewed: *Assassin*, *Pool*, *Doodlebug*, and *Rome AD 92*.
On the disk: *Doodlebug* and *Metamorphosis*.



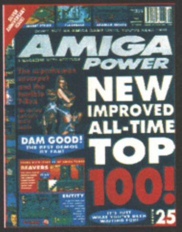
20 December 1992
Readers' Top 100. 1993 games. Reviewed: *Road Rash*, *BC Kid*, *Pinball Fantasies*, *Kyrandia*.
On the disk: *Lethal Weapon*, *Fire And Ice Xmas Special*, *Bill's Tomato Game*.

21 January 1993
Our (second) brilliant year. Is CDTV a Good Thing... or not? Reviewed: *Indiana Jones*, *Wing Commander*, *Nigel Mansell*, *KGB*.
On the disk: *Sensible Soccer* (special version), *CAP* and *Trolls*.

22 February 1993
The A-Z of Arcade Games (part 1), A Clone Again Or... Reviewed: *Street Fighter 2*, *Chaos Engine*, *Lionheart*, and *Alien^3*.
On the disk: *Alien^3*, *Arabian Nights*, and *Atom Smasher* (great PD).

23 March 1993
The A-Z of Arcade Games (part 2), and a bumper crop of reviews: *Legends of Valour*, *Sleepwalker*, *Transarctica*, *Ragnarok*, *Combat Air Patrol* and more! **On the disk:** *Body Blows* and *Sleepwalker*.

24 April 1993
Absolute Power – we rate every single Amiga game EVER! Reviews include *A-Train*, *Lemmings 2*, *Chuck Rock 2* and *Walker*. **On the disk:** *FA Premier League Football*, *Dong* and *Extreme Violence*.



25 May 1993
Unveiled – the All-New Improved Top 100. The definitive run-down of the best Amiga games ever. Reviews include *Desert Strike*, *Flashback* and *Arabian Nights*. **On the disk:** *Beavers* and *Entity*.

26 June 1993
Summer Sports Round-up *plus* Worst Game Ever. Reviewed: *Goal!*, *Worlds Of Legend*, *Superfrog*, *Woody's World*, *Nippon Safes*. On the disk: *Graham Gooch Cricket*, *Defender* and wacky PD.

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* *Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible.*

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VIDEO

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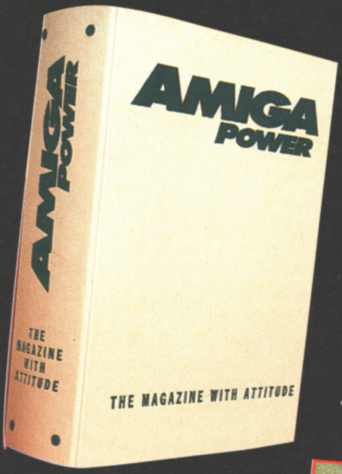
Essential Amiga goodies – go on, treat yourself!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THE VID

Oh, have we got a video? Well yes, actually, we have. And, even if we do say so ourselves, it really is a bit of a corker. If you want the very best in top tips and hot hints for *Formula One Grand Prix, Zool, Putty, Monkey Island 2, Lemmings, Myth, Pushover, Rome AD 92, Knights Of The Sky,* or *John Madden Football* then you'd jolly well better send off for The AMIGA POWER Tips Video right away. We've put together 58 minutes of top-notch playing guides just for you, and frankly we think you'd be more than foolish to miss it.

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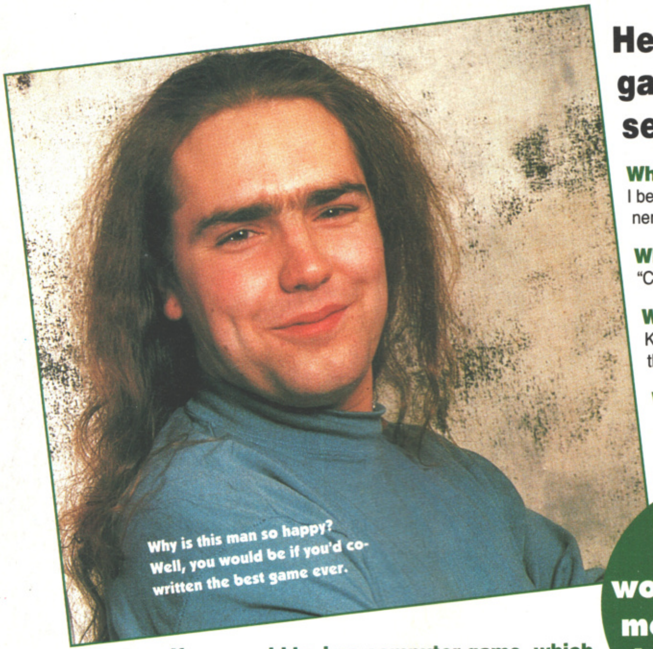
THE RIGHT PROFILE

He's written some of the greatest Amiga games around. So it's time we got some sense out of the lad from Sensible: Jon Hare.



Why is this man so happy? Well, you would be if you'd co-written the best game ever.

What do you believe in?
I believe that I am alive, and so are other people, and we should all try not to get on each other's nerves. Maybe then life would be a little more tolerable.

What was the first thing you said today?
"Can you turn that tape down please?"

Who's your favourite historical figure?
King Nebuchadnezzar, because he's got the best name, or The Brothers Grimm, just because they were brilliant. Or Mozart, maybe.

What's your Number One object of desire?
My wife Irene.

What have you got in your pockets?
A handkerchief, a golf tee, several plectrums, some raffle tickets for a raffle organised by Jools' mum *(Another Sensible programmer. Jools, that is, not his mum. – Ed)* and my wallet.

Which is the most sensible – John Major or a nice warm vest?
Neither is at all sensible.

> "She wouldn't snog me because I had a cold"

If you could be in a computer game, which one would it be?
I would be in *Centipede*, for a change of lifestyle.

Is there anything or anyone you'd kill for?
Depends if I'd get caught and put in jail or not. I'd certainly aid a cause to destroy world religion, but I'm not sure if I'd actually kill anyone or not.

Would you vote for the Maastricht treaty?
I don't care. It's irrelevant to life.

What's your favourite Bananarama song?
Venus, because the only time in my life I ever went to the Hippodrome, I went with this American girl I'd met at an Ozric Tentacles gig, and I went round her house afterwards and she told me that she'd had the idea for Live Aid but couldn't do it because she wasn't a famous star, so she'd thought-beamed the idea to Bob Geldof. I went with her and this other bloke who fancied her to the Hippodrome and she wouldn't snog me because I had a cold and this other guy got off with her and I couldn't dance to any of the records except Venus because they were all terrible. It was a disaster.

Are video games killing pop music?
We were asked this question at the Amiga Format Live show, and I agree with Jools when he said "Pop music killed itself". Pop got taken over by marketing men producing boring, bland, unimaginative, artificial, synthesised pap for eight solid years and then wondered why their empire was crumbling all around them.

What's your favourite planet in the Solar System (except Mars)?
Uranus, because I'm an Aquarius and that's my ruling planet.

What would your autobiography be called?
"Hare Today, Jon Tomorrow."

What single question would you most like to know the answer to?
"Why do we need interest in order to control a monetary system, when all it does is confuse everybody?"

What one thing do you think would most improve the software industry?
Total artistic licence, and a total disregard for censorship or offending anybody.

What would you like your epitaph to be?
"So long, farewell, auf Wiedersehen, goodbye."

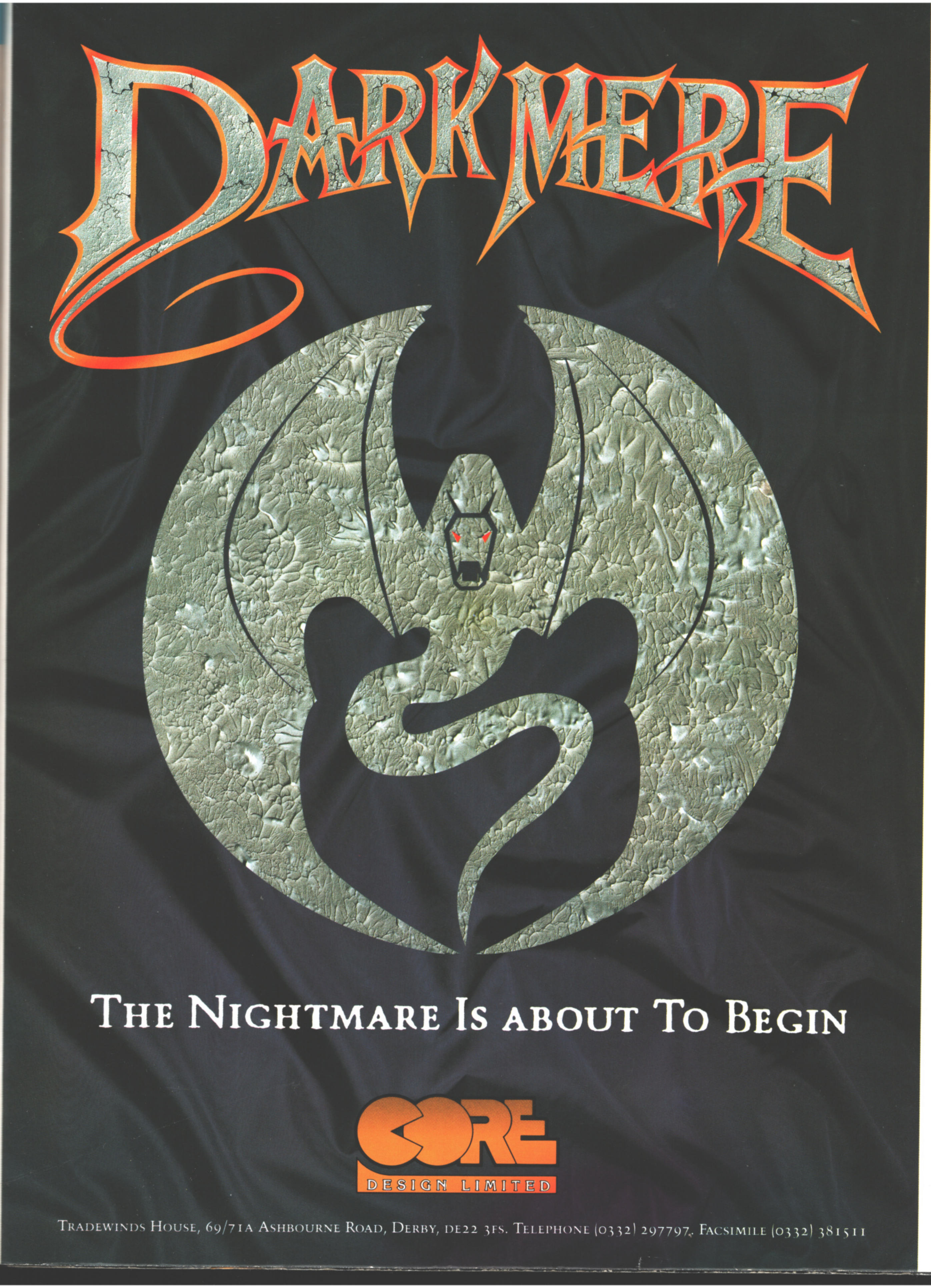
CURRICULUM VITAE

Name: Jon Hare
Date Of Birth: 20.1.66
Marital Status: Married with 2 children, Emma and Jess

EDUCATION
9 'O' Levels. I dropped out of school in the middle of my 'A' Levels.

SOFTOGRAPHY
Escape From Sainsbury's (Spectrum, unpublished)
Sodov The Sorcerer (Spectrum, Bug Byte)
Twister (Spectrum, System 3)
International Karate (Spectrum, System 3)
Skyfox (Spectrum, EA)
Flyer Fox (Spectrum, EA)
Graphics for *Lone Wolf And The Ice Halls Of Doom* (Spectrum, unpublished)
RMS Titanic (C64, Can't remember the publisher – sorry)
Trivial Pursuit (C64, Domark)
Runestone (C64, unpublished)
Parallax (C64, Ocean)
Galaxibirds (C64, Rainbird)
Wizball (C64, Ocean)
Oh No (C64, Rainbird)
SEUCK (C64, Palace)
MicroProse Soccer (C64, MicroProse)
International 3D Tennis (Five formats, Palace)
Insects In Space (C64, Hewson)
Mega lo Mania (Amiga, Mirrorsoft)
Sensible Soccer (Amiga and ST, Renegade)
Wizkid (Amiga and ST, Ocean)
Graphics on *SEUCK* (Amiga and ST, GBH)
Sensible Soccer 1992-93 (Amiga and ST, Renegade)
Cannon Fodder (Amiga, Virgin)
Sensible World Of Soccer (Amiga, Renegade – due Christmas 1993)

INTERESTS
Watching football on the telly, playing with the kids, golf, playing piano and guitar.



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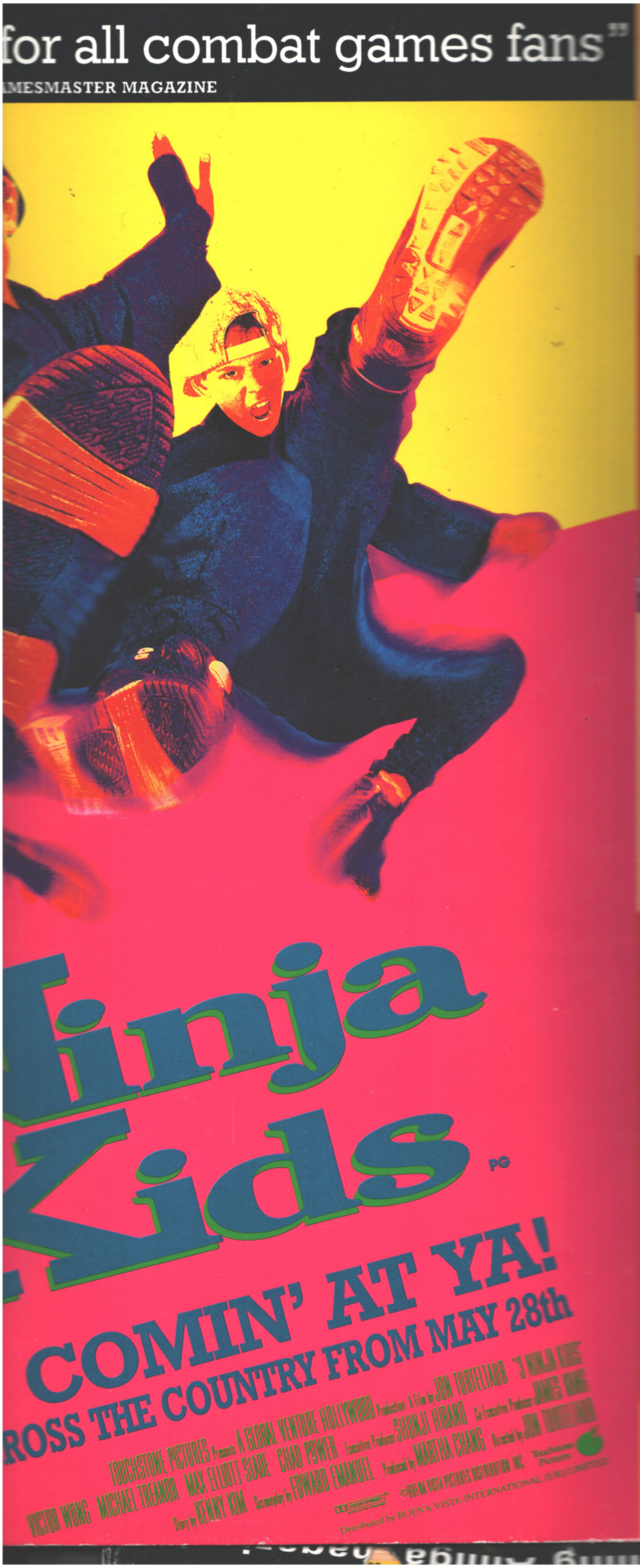
NEXT MONTH!

Next month? You want to know about next month again? Haven't we been over this once already? Thing is, most of the games we thought we were going to have next month, we had to put in this month at the ast minute to fill in for stuff that fell through. (Tch, software houses, the stories we could tell you...) So, er, next month, given that we've already kind of used it all up, we probably won't have anything at all. Or will we? Is it all just a cunning bluff? There's only one sure way to find out...

Of course, we might have this. But don't bet on it, like.


for all combat games fans"
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AMIGA POWER ISSUE 27 JULY 1993

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Amiga CD console: we ask – if, when, why and how much?

MULTI-PLAYER MAYHEM!

YOURS WITH ISSUE 27 OF AMIGA POWER

4 MORE GAMES THAN THREE!

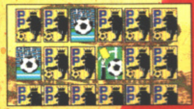
YO! JOE!

For one or two players, a whole level of the best-looking new platform game we've seen in months.

disk 27

PREMIER PICKS

Fab new shareware football card game for 1-22 players!



PLUS!

Some of the very best from the world of PD, including a four (four!) player snake game. You'll love it.

AMIGA POWER